Web*Transactions* V7.0

Connection to OSD Applications

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Contents

1 Preface . . . 7
1.1 Product characteristics . . . 7
1.2 Architecture of Web*Transactions* for OSD . . . 9
1.3 Web*Transactions* documentation . . . 11
1.4 Structure and target group of this manual . . . 14
1.5 New functions . . . 14
1.6 Notational conventions . . . 15

2 Installing Web*Transactions* . . . 17
2.1 Installation . . . 17
2.1.1 Windows . . . 18
2.1.1.1 Installation via the user interface . . . 18
2.1.1.2 Silent installation . . . 19
2.1.2 Solaris . . . 21
2.1.3 Linux . . . 22
2.1.4 BS2000/OSD . . . 23
2.1.5 Web*Lab* installation . . . 23
2.2 Licensing . . . 24

3 Example session . . . 25
3.1 Administering the Web*Transactions* server . . . 26
3.1.1 Setting the browser . . . 27
3.1.2 Starting the administration program . . . 28
3.1.3 Entering licenses . . . 30
3.1.4 Creating users . . . 33
3.1.5 Creating a pool . . . 34
3.1.6 Assigning the pool to a user . . . 36
3.2 Connecting a host application to the Web . . . 37
3.2.1 Creating a project . . . 37
3.2.1.1 Creating a base directory . . . 38
3.2.1.2 Generating the automask template . . . 42
3.2.2 Saving the project . . . 43
3.2.3 Starting a session . . . 45
3.3 Global modification of display . . . 50

3.4 Format-specific modifications of display . . . 54
3.4.1 Generating a format-specific template with the capture process . . . 55
3.4.2 Editing a format-specific template . . . 58
3.5 Starting a Web*Transactions* application . . . 63
3.5.1 Creating a start template . . . 63
3.5.2 Starting a session with Web*Lab* . . . 66
3.5.3 Alternative ways of starting a Web*Transactions* application . . . 67

4 Creating the base directory . . . 69
4.1 Creating a base directory with Web*Lab* . . . 69
4.2 Structure of a base directory . . . 71

5 Configuring and starting Web*Transactions* . . . 73
5.1 Configuring character sets . . . 73
5.1.1 7-bit ASCII character set . . . 73
5.1.2 8-bit character set . . . 74
5.2 Starting a Web*Transactions* application . . . 76

6 Integrating a host application without editing . . . 77
6.1 Master templates OSD.wmt and OSD_Pocket.wmt . . . 78
6.2 AutomaskOSD.htm template . . . 80
6.2.1 Creating variants of AutomaskOSD.htm (with Web*Lab*) . . . 80
6.2.2 Structure of AutomaskOSD.htm . . . 82
6.3 wtKeysOSD.htm template . . . 90
6.4 wtBrowserFunctions.htm template . . . 91
6.5 wtPKEYS.htm template . . . 91

7 Editing templates . . . 93
7.1 Capturing with Web*Lab* . . . 94
7.1.1 Recording recognition criteria individually . . . 94
7.1.2 Recording recognition criteria jointly . . . 97
7.1.3 Editing recognition criteria . . . 102
7.1.4 Editing the capture database . . . 102
7.2 Individual templates for pop-up boxes . . . 103
7.2.1 Without special pop-up handling: identification problems . . . 104
7.2.2 Generating templates for pop-ups . . . 105
7.3 Using descriptive names . . . 109

8 Controlling communication . . . 113
8.1 System object attributes . . . 113
8.1.1 Overview . . . 114
8.1.2 Interaction between system object attributes and methods . . . 128

8.2 Host objects . . . 130
8.2.1 Host data objects . . . 130
8.2.2 Host control objects . . . 134
8.3 Terminal functions supported by the browser . . . 138
8.3.1 Terminal functions supported . . . 138
8.3.2 Interaction between the host control object WT_KEY.KEY and the template wtKeysOSD.htm . . . 141
8.3.3 Mapping keys in wtKeysOSD.js . . . 143
8.3.4 Interaction between wtCommonBrowserFunctions.js and wt<*browser*>BrowserFunctions.js . . . 148
8.3.5 Using the WT_BROWSER object . . . 152
8.3.6 P key support . . . 154
8.3.6.1 Definition in WTML . . . 154
8.3.6.2 wtPKEYS.htm template . . . 155
8.3.6.3 Handling PKEYs . . . 159
8.3.6.4 Saving PKEYs . . . 161
8.4 Start templates for OSD . . . 162
8.4.1 OSD-specific start template in the start template set (wtstartOSD.htm) . . . 163
8.4.2 WTBean wtcStartOSD.wtc for the generation of a Start template . . . 167
8.5 Creating a new OSD communication object (wtcOSD) . . . 169

9 Using print/asynchronous support . . . 171
9.1 Enabling print/asynchronous support . . . 171
9.2 Functionality of print/asynchronous support . . . 172
9.3 Handling asynchronous messages . . . 176
9.4 Print support . . . 180
9.4.1 Terminal hardcopy printing . . . 181
9.4.2 Host data printing . . . 184
9.4.3 Browser display printing . . . 189
9.4.4 Print functions delivered (Windows browser platform) . . . 190
9.4.4.1 Browser print . . . 190
9.4.4.2 WTAPrint print plugin . . . 195
9.4.5 Configuring the print server for Windows . . . 201

Glossary . . . 203

Abbreviations . . . 225

Related publications . . . 227

Index . . . 233

1 Preface

Over the past few years, more and more IT users have found themselves working in heterogeneous system and application environments, with mainframes standing next to UNIX and Windows systems and PCs operating alongside terminals. Different hardware, operating systems, networks, databases and applications are operated in parallel. Highly complex, powerful applications are found on mainframe systems, as well as on UNIX and Windows servers. Most of these have been developed with considerable investment and generally represent central business processes which cannot be replaced by new software without a certain amount of thought.

The ability to integrate existing heterogeneous applications in a uniform, transparent IT concept is a key requirement for modern information technology. Flexibility, investment protection, and openness to new technologies are thus of crucial importance.

1.1 Product characteristics

With Web*Transactions*, Fujitsu Siemens Computers offers a best-of-breed web integration server which will make a wide range of business applications ready for use with browsers and portals in the shortest possible time. Web*Transactions* enables rapid, cost-effective access via standard PCs and mobile devices such as tablet PCs, PDAs (Personal Digital Assistant) and mobile phones.

Web*Transactions* covers all the factors typically involved in web integration projects. These factors range from the automatic preparation of legacy interfaces, the graphic preparation and matching of workflows and right through to the comprehensive frontend integration of multiple applications. Web*Transactions* provides a highly scaleable runtime environment and an easy-to-use graphic development environment.

On the first integration level, you can use Web*Transactions* to integrate and link the following applications and content directly to the Web so that they can be easily accessed by users in the internet and intranet:

– Dialog applications in BS2000/OSD
– UNIX applications
– AS400 applications
– MVS or z/OS applications
– System-wide transaction applications based on *open*UTM
– Dynamic web content

Users access the host application in the internet or intranet using a web browser of their choice.

Thanks to the use of state-of-the-art technology, Web*Transactions* provides a second integration level which allows you to replace or extend the typically alphanumeric user interfaces of the existing host application with an attractive graphical user interface and also permits functional extensions to the host application without the need for any intervention on the host (dialog reengineering).

On a third integration level, you can use the uniform browser interface to link different host applications together. For instance, you can link any number of previously heterogeneous host applications (e.g. MVS or OSD applications) with each other or combine them with dynamic Web contents. The source that originally provided the data is now invisible to the user.

In addition, you can extend the performance range and functionality of the Web*Transactions* application through dedicated clients. For this purpose, Web*Transactions* offers an open protocol and special interfaces (APIs).

Furthermore, the object-oriented access to OSD, MVS and. *open*UTM host applications via business objects – previously provided in the Biz*Transactions* supply unit – is now also integrated in Web*Transactions*. For more detailed information on business objects (BOs) and the Biz*Transactions* functionality, see the “Application Integration with Business Objects” manual.

Host applications and dynamic Web content can be accessed not only via Web*Transactions* but also by “ordinary” terminals or clients. This allows for the step-by-step connection of a host application to the Web, while taking account of the wishes and requirements of different user groups.

1.2 Architecture of Web*Transactions* for OSD

The figure below illustrates the architecture of Web*Transactions* for OSD:

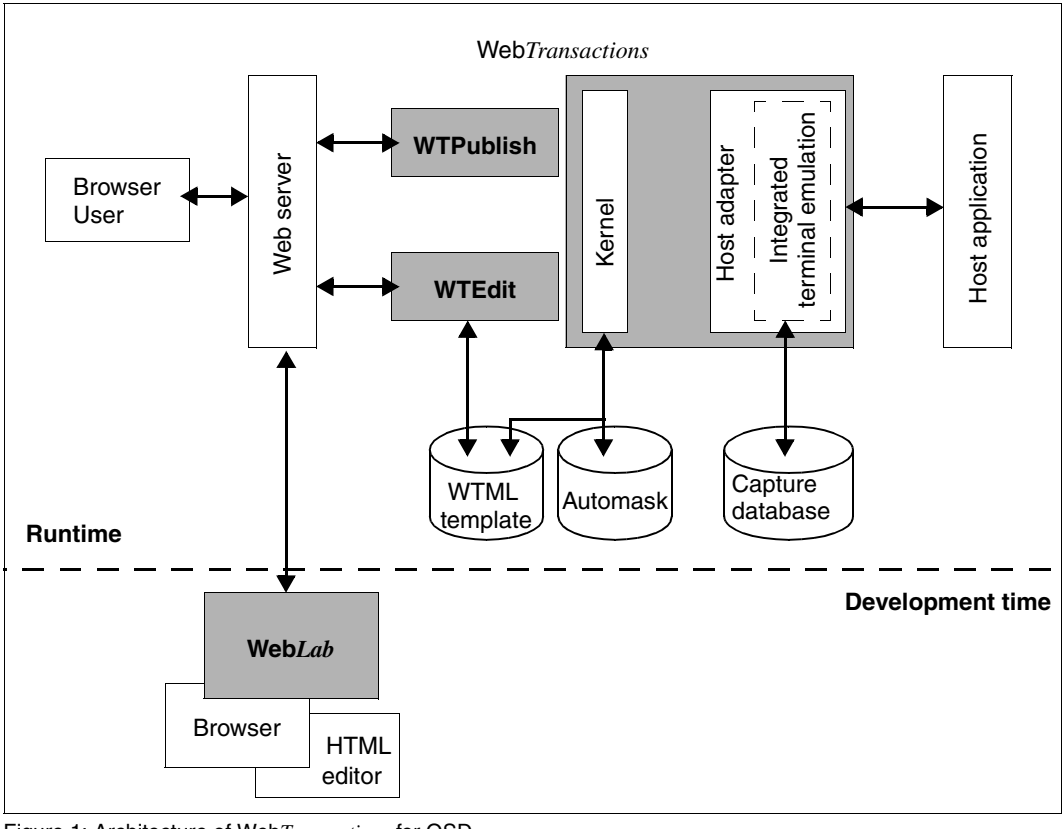


Figure 1: Architecture of Web*Transactions* for OSD

Host adapter with Integrated terminal emulation

Both at runtime and during development, Web*Transactions* for OSD uses a 9750 emulation which is integrated in the host adapter and handles communications between the Web*Transactions* kernel and the host application.

Web*Lab*

Web*Lab* is the Web*Transactions* development environment which you can use to perform all the steps from the connection of a host application through the generation and post-editing of the format-specific templates and on to application testing.

Web*Lab* does not have to be installed on the host on which Web*Transactions* is running. You can use Web*Lab* on another machine that is running under a Windows operating system. All the data required to run a Web*Transactions* application is administered on the host on which Web*Transactions* is running.

For 1:1 depiction or global editing, you can use Web*Lab* to create different variants of the standard Automask template, which dynamically converts all output formats at runtime.

For individual editing purposes, you may use the capture function to create recognition criteria which are stored in the capture database and generate a so-called format-specific template and a format description file (FLD file) from the format. You can post-edit the format-specific templates with Web*Lab*.

Runtime

At runtime, Web*Transactions* searches the capture database for a recognition criterium that matches the screen format sent by the host application. If the recognition criterium is found, Web*Transactions* uses the corresponding format-specific template. If an appropriate criterium is not found, Web*Transactions* dynamically converts the screen format on the basis of the standard Automask template.

Integration of business objects

Web*Transactions* for OSD also contains an environment for the connection of OSD host applications via business objects. For information on how to create these business objects using the Web*Transactions* Business Object Builder, see the “Application Integration with Business Objects” manual.

1.3 Web*Transactions* documentation

The Web*Transactions* documentation consists of the following documents:

- An introductory manual which applies to all supply units:

  Concepts and Functions

  This manual describes the key concepts behind Web*Transactions*:

  – The various possible uses of Web*Transactions*.

  – The concept behind Web*Transactions* and the meanings of the objects in Web*Transactions*, their main characteristics and methods, their interaction and life cycle.

  – The dynamic runtime of a Web*Transactions* application.

  – The administration of Web*Transactions*.

  – The Web*Lab* development environment.

- A Reference Manual which also applies to all supply units and which describes the Web*Transactions* template language WTML. This manual describes the following:

  Template Language

  After an overview of WTML, information is provided about:

  – The lexical components used in WTML.

  – The class-independent global functions, e.g. `escape()` or `eval()`.

  – The integrated classes and methods, e.g. `array` or `Boolean` classes.

  – The WTML tags which contain functions specific to Web*Transactions*.

  – The WTScript statements that you can use in the WTScript areas.

  – The class templates which you can use to automatically evaluate objects of the same type.

  – The master templates used by Web*Transactions* as templates to ensure a uniform layout.

  – A description of Java integration, showing how you can instantiate your own Java classes in Web*Transactions* and a description of user exits, which you can use to integrate your own C/C++ functions.

- The ready-to-use user exits shipped together with Web*Transaction*.
- The XML conversion for the portable representation of data used for communication with external applications via XML messages and the conversion of WTScript data structures into XML documents.

- A User Guide for each type of host adapter with special information about the type of data source:

  Connection to AS400 applications

  Connection to *open*UTM applications via UPIC

  Connection to OSD applications (this User Guide)

  Connection to MVS applications

  Connection to UNIX applications

  All the host adapter guides contain a comprehensive example session. The manuals describe:

  - The installation of Web*Transactions* with each type of host adapter.
  - The setup and starting of a Web*Transactions* application.
  - The conversion templates for the dynamic conversion of formats on the web browser interface.
  - The editing of templates.
  - The control of communications between Web*Transactions* and the host applications via various system object attributes.
  - The handling of asynchronous messages and the print functions of Web*Transactions*.

- A User Guide that applies to all the supply units and describes the possibilities of the HTTP host adapter:

  Access to Dynamic Web Contents

  This manual describes:

  - How you can use Web*Transactions* to access a HTTP server and use its resources.
  - The integration of SOAP (Simple Object Access Protocol) protocols in Web*Transactions* and the connection of web services via SOAP.

- A User Guide valid for all the supply units which describes the open protocol, and the interfaces for the client development for Web*Transactions*:

  Client APIs for Web*Transactions*

  This manual describes:

  – The concept of the client-server interface in Web*Transactions*.

  – The `WT_RPC` class and the `WT_REMOTE` interface. An object of the `WT_RPC` class represents a connection to a remote Web*Transactions* application which is run on the server side via the `WT_REMOTE` interface.

  – The Java package `com.siemens.webta` for communication with Web*Transactions* supplied with the product.

- A User Guide valid for all the supply units which describes the web frontend of Web*Transactions* that provides access to the general web services and the business objects:

  Web-Frontend for Web Services and Business Objects

  This manual describes:

  – The concept of web frontend for object-oriented backend systems.

  – The generation of templates for the connection of business objects and general web services to Web*Transactions*.

  – The testing and further development of web frontends for business objects and general web services.

- A User Guide which describes the Biz*Transactions* components:

  Application Integration With Business Objects

  This manual describes the concept behind Biz*Transactions* together with its mode of operation and its components. It explains all the steps involved in creating business objects and web services.

  The manual is intended for all users who want to create business objects for accessing host applications in order to:

  – develop graphical user interfaces for host applications (e.g. via GUIs created using Web*Transactions*, Visual Basic, Visual C++, Microfocus NetExpress or Java).

  – provide the host application as a web service, for example in the internet.

  – integrate interactions with host applications in Microsoft Office products (e.g. the current data of an *open*UTM mainframe application in Excel tables).

1.4 Structure and target group of this manual

This documentation is intended for everybody who wants to use Web*Transactions* to connect OSD dialog applications to the Web.

The individual chapters describe the necessary steps. If you have not yet worked with Web*Transactions* for OSD, you should first read chapter 3, which presents an example session which will give you an initial insight into working with Web*Transactions*.

This manual provides all the OSD-specific information necessary to complement the introductory Web*Transactions* manual "Concepts and Functions" and the Web*Transactions* reference manual "Template Language".

Scope of this description

Web*Transactions* for OSD runs on the system platforms BS2000/OSD, Solaris, Linux and Windows. This document applies to all Web*Transactions* platforms. Where an item of information applies to one Web*Transactions* platform only, this will be indicated.

1.5 New functions

This section only lists the OSD-specific innovations. For a general overview of the new features, refer to the Web*Transactions* manual "Concepts and Functions".

Type of new feature	Description
New system object attributes AUTOTAB END_WAIT_CONDITION.* IGNORE_ASYNC LZE_CHAR NIL_MODE PORT_NUMBER	As of page 113
New host data object attributes RangeName RangeStartColumn RangeLength	As of page 131

1.6 Notational conventions

The following notational conventions are used in this documentation:

`typewriter font`	Fixed components which are input or output in precisely this form, such as keywords, URLs, file names
italic font	Variable components which you must replace with real specifications, also used for menu items
bold font	Items shown exactly as displayed on your screen or on the graphical user interface; also used for menu items
[ ]	Optional specifications. Do not enter the square brackets themselves.
{*alternative1* | *alternative2* }	Alternative specifications. You must select one of the expressions inside the curly brackets. The individual expressions are separated from one another by a vertical bar. Do not enter the curly brackets and vertical bars themselves.
...	Optional repetition or multiple repetition of the preceding components
	Important notes and further information
►	Prompt telling you to do something.

2 Installing Web*Transactions*

The Web*Transactions* installation files can be downloaded from the Web.

Detailed information on the hardware and software requirements can be found in the release notice accompanying the product.

2.1 Installation

Web*Transactions* for OSD consists of the host adapter via which communications with the OSD applications transit, the Web*Transactions* runtime system and the host adapter for dynamic web contents.

Web*Transactions* for OSD contains the installation package for the Web*Lab* development environment which you can use to connect host applications to the WWW, edit the appearance of host formats and extend their functionality. You may need to install Web*Lab* explicitly on your development machine (see section “WebLab installation” on page 23).

In addition to these components, Web*Transactions* for OSD also contains the associated host adapter for Biz*Transactions* and the Biz*Transactions* runtime system for the connection of host applications via business objects.

Before installing Web*Transactions*, make sure that the web server and, if necessary, Java are already installed.

Make a note of the Java installation directory together with the following information from the web server configuration:

- root directory for web pages (=document directory)
- CGI directory
- URL prefix for CGI programs

2.1.1 Windows

For Windows, Web*Transactions* is available as a Windows installer package (msi file) `WebTransactionsOSD70.msi` after it has been downloaded.

2.1.1.1 Installation via the user interface

To perform installation, you must possess Windows administrator rights. There are various ways of starting installation

– Via the **Settings**/**Control Panel** command in the Start menu.

– Via Windows Explorer.
Double click the msi file or single click this file with the right mouse button and then, in the context menu which appears, select the **Install** command.

Setting the web server and Java environment settings

When you start `WebTransactionsOSD70.msi` you will see a series of dialog boxes in which you must enter the installation directory and the values for your web server:

– Root directory for web pages (= document directory).
– CGI directory and URL prefix.
– ISAPI directory and ISAPI prefix (optional).
– Directory of the Java2 library `jvm.dll` for Java integration (optional).

When you have entered the values, the installation will be started and the required components will be installed. If you install Web*Transactions* with an additional host adapter on the same system, these values will be taken over by the new installation.

Selecting components

You can now select all the components you want to install. In the **Select Installation Type** dialog box, select one of the following entries:

Typical or **Complete**
This will install all the Web*Transactions* components.

Custom
The installation program proposes the following components:

– Web*Transactions* runtime system.
– Web*Transactions* demo applications
– Biz*Transactions* runtime system

2.1.1.2 Silent installation

For a silent installation, use the Windows installer `Msiexec.exe`. You can find a complete description of this command in, for example, the Windows online help. In order to run an installation with `Msiexec.exe` you will require administrator access rights.

Use the `Msiexec.exe` command with the following syntax:

```
Msiexec.exe /I "package" /q
[INSTALLDIR="install-dir"]
[DOCUMENTROOTDIR="documentroot-dir"]
[HTTPSCRIPTSDIR="cgi-dir"]
[JAVA2SYS="java-dir"]
[ISPREFIX="isapi-prefix"]
[URLPREFIX="cgi-prefix"]
[ISAPICHECK="isapicheck"]
[JAVA2CHECK="java2check"]
```

The parameters have the following meaning:

package
: Path for the package to be installed (e.g. `C:\tmp\WebTransactionsOSD70.msi`).

install-dir
: The Web*Transactions* installation directory.
Default value: `C:\Programme\WebTransactionsV7` or `C:\Program Files\WebTransactionsV7`

documentroot-dir
: Web server document directory.
Default value: `C:\InetPub\wwwroot`

cgi-dir The CGI directory of the web server.
Default value: `C:\InetPub\scripts`

java-dir
: Directory of the Java2 library `jvm.dll`. This entry is only necessary when the support for the Java interface is to be installed.

isapi-prefix
: URL prefix for ISAPI.
Default value: `scripts`

cgi-prefix
: URL prefix for CGI.
Default value: `scripts`

isapicheck

This indicates if the ISAPI interface for Web*Transactions* is to be installed.
Possible values: `Yes` | `No`
Default value: `No`

java2check

This indicates if the support for the Java interface is to be installed.
Possible values: `Yes` | `No`
Default value: `No`

Example

```
Msiexec.exe /I  "C:\tmp\WebTransactionsOSD70.msi" /q
INSTALLDIR="D:\Programme\WebTransactionsV7"
DOCUMENTROOTDIR="C:\Programme\Apache Group\Apache\htdocs"
HTTPSCRIPTSDIR="C:\Programme\Apache Group\Apache\cgi-bin"
JAVA2SYS="D:\Programme\jdk1.3.1\jre\bin\classic"
URLPREFIX="cgi-bin" JAVA2CHECK="Yes"
```

2.1.2 Solaris

As usual, when you install Web*Transactions*, you use the installation procedure `pkgadd` with root authorization. To do this, enter the absolute path name of the unpacked product file:

`pkgadd -d /`*absolute_path*`/`*filename*

During installation, the following questions are displayed:

```
1. Should WebTransactions demos be installed?
```

If you enter `y` (yes) the Web*Transactions* demo applications are also installed.

```
2. Your Web Server has a 'document default directory'
Where is this directory?
```

Enter the corresponding path name.

```
3. The server uses an URL prefix to access WebTransactions CGI program.
URL prefix:
```

Enter the URL prefix that is set for CGI programs on your web server.

```
4. Your Web Server has a cgi-bin directory,
in which you install WebTransactions CGI-Program.
Where is this directory?
```

Here you enter the absolute path to the CGI directory which is configured for your web server.

During the installation, you will then see the URL which you use to start the demo application.

2.1.3 Linux

Web*Transactions* is available as a compressed archive for downloading and has the suffix `.gz` (for example, `webtransOSDV7.tar.gz`). You must first decompress this file using the command:

```
gunzip -d webtransOSDV7.tar
```

Please note that you must not specify the suffix `.gz`. You can then fetch the installation files from the archive using the `tar` command:

```
tar -xvf webtransOSDV7.tar
```

Start the installation procedure `doinstall` with root authorizations:

```
./doinstall
```

During installation you will be asked the following questions:

```
You can install WebTransactions into any directory.
          Where is this directory ? [/opt]
```

You should now enter a different path name if you do not want Web*Transactions* to be installed under the default path `/opt`.

```
Your Web Server has a directory for CGI programs.
          Where is this directory ? [/usr/local/httpd/cgi-bin]
```

Enter the corresponding path name.

```
Your Web Server uses an URL prefix to access the CGI programs in
         /usr/local/httpd/cgi-bin
         What is this prefix ? [cgi-bin]
```

Enter the URL prefix used for CGI programs on your web server

```
Are this settings OK ? [y]
```

Confirm your specifications to terminate installation.

2.1.4 BS2000/OSD

Standard installation is performed using the SOLIS procedure. If the IMON product (Installation MONitor) is started in the source system then you can also perform a standard installation using IMON.

To install POSIX, you can use the POSIX installation tool.

Once you have installed Web*Transactions* you can configure the web server as follows:

- Open the configuration file `/opt/apache/conf/dso.conf`.
- Remove the hash symbol (#) from the line `# mod_webta` and close the file.
- Restart the web server.

2.1.5 Web*Lab* installation

When you install Web*Transactions* on any platform, the msi file for the installation of Web*Lab* under Windows (`WebLab70.msi`) is written to the web server's document directory that is located below the directory `webtav7`.

Transferring the installer package to the development computer

The Web*Lab* installer package can be downloaded to the required development computer via a browser call specifying the following URL:

`http://`*web-server*`/webtav7/wtdownload.htm`

Installing Web*Lab* under Windows

When you have downloaded the Web*Lab* installer package to your development computer, install the msi file as usual via the graphical user interface (see page 18) or with `Msiexec.exe` (see page 19).

In both cases, you need only specify the Web*Lab* installation directory.

2.2 Licensing

After installation, you must configure the number of licenses present and the machine-specific activation key. To do this, you require the Web*Transactions* administration interface and select the **Licences** menu item. For more information on the administration program, see the Web*Transactions* manual “Concepts and Functions”.

3 Example session

In this chapter, you will learn about what you can do with Web*Transactions* and become familiar with a number of basic rules for working with Web*Transactions*. This example session is intended to serve as procedural description which will show you how you can connect a host application to the Web simply and quickly.

In this example session, you will first use the administration program to create the conditions necessary for your work with Web*Lab* and Web*Transactions*. Next you will use Web*Lab* to connect the host application to the Web. You will then get to know the ways in which you can make global and format-specific changes in a template.

Please note that all path specifications are based on the assumption that Web*Transactions* has been installed in the initial directory.

Tutorial

You can follow this example session by downloading the tutorial from the Web*Transactions* home page (*http://www.Fujitsu-Siemens.com/WebTransactions*) to your own computer. The tutorial simulates the host application so that you can follow all the steps described in this example session on your computer.

If you want to follow the progress of this example yourself, proceed as follows:

- Install Web*Transactions* for OSD if it is not yet installed on your server. For more information, see chapter “Installing WebTransactions” on page 17.
- Then double-click on `tutorial.exe` to run the program. This automatically sets up a base directory together with all the necessary data.

You must make certain settings to ensure that Web*Transactions* reads the data from a copy rather than attempting to connect to a host. This is greatly simplified by the fact that the base directory already contains two start templates which make these settings for you.

`startauto.htm`
: Use this start template if you want to simulate a session that works with the automask template

`starttempl.htm`
: Use this start template if you want to simulate a session that works with recorded formats.

- Enter the name of the required start template in Web*Lab* in the place of `wtstart` and you will then be taken directly to the first recorded format.

3.1 Administering the Web*Transactions* server

Once you have installed Web*Transactions* for OSD on a computer (see also chapter "Installing WebTransactions" on page 17), you must create the conditions necessary for your work with Web*Transactions* and Web*Lab*. To do this, you use the administration program that is described in the Web*Transactions* manual "Concepts and Functions".

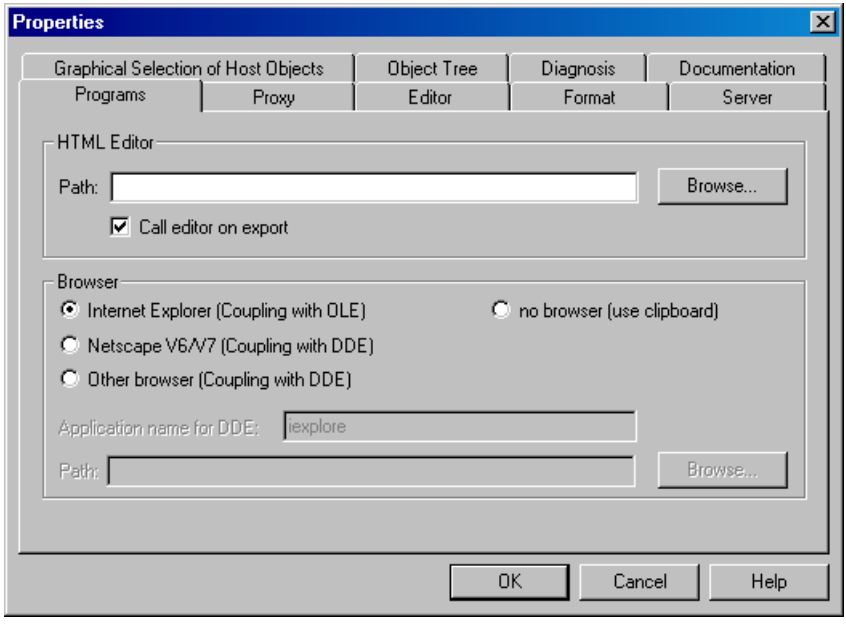
The first step in Web*Lab* is to set the browser that Web*Lab* is to use to operate the Web*Transactions* application. Your work with the administration program is subdivided into the following steps:

1. Enter the licenses
2. Set up the user
3. Create the pool
4. Assign the pool to the user

3.1.1 Setting the browser

Before you start to work, you should - in Web*Lab* - set the browser which you want Web*Lab* to use to operate the Web*Transactions* application. This step is only necessary if you are working with Web*Lab* for the first time.

- Start Web*Lab* with the command **Start/Programs/WebTransactions 7.0/WebLab**. The Web*Lab* main window is displayed on the screen. For a detailed description of the main window and its components, see the Web*Transactions* manual "Concepts and Functions" and the online help.
- In Web*Lab* you can now select the **Options/Preferences** command. The **Properties** dialog box is displayed on screen with the **Programs** tab open.



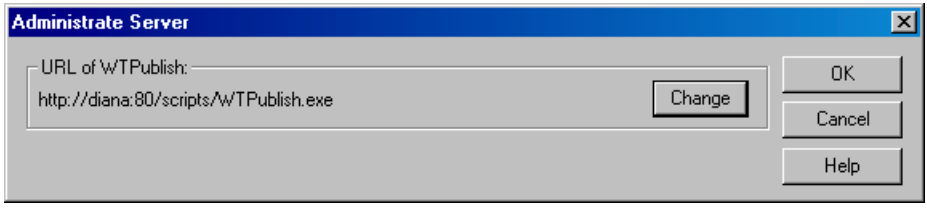
- In the lower section, **Browser**, select the browser which is installed on your computer, and specify how it is to be used by Web*Lab*.
- Click on **OK** to confirm your settings.

3.1.2 Starting the administration program

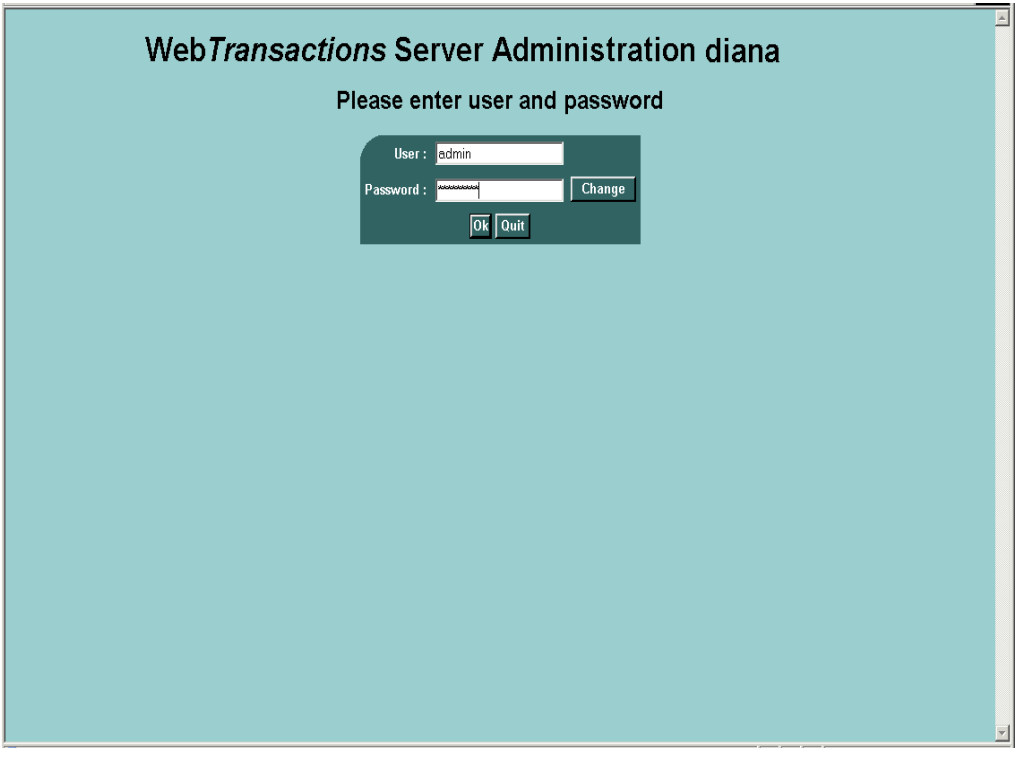
- Choose the **Administration/Server** command to start the administration program initially. The dialog box **Administrate Server** opens on the screen.
- Under **URL of WTPublish**, click the **Change** button. The **URL of WTPublish** dialog box will be displayed.
- Select the **Protocol** to be used for the connection.
- In the other fields, enter the corresponding values for your host:

Server	Host computer on which Web*Transactions* runs.
Port	Corresponding port number.
CGI-Path	Path for the CGI program `WTPublish`.
Program	CGI program.

- Confirm with **OK**. The values will be entered in the **Administrate Server** dialog box.



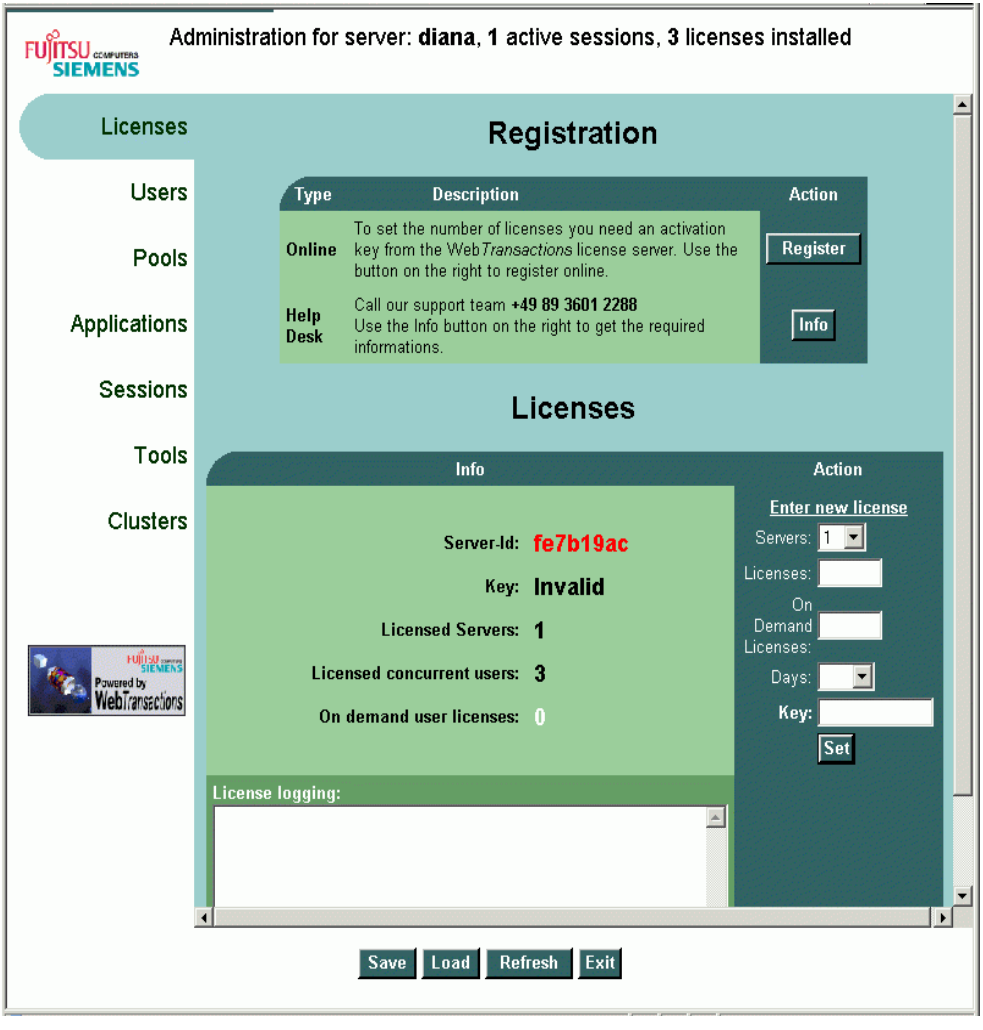
- Confirm with **OK**. The administration program is started and the first window is shown in the browser.



► Log on as the `admin` user. This user is set up without a password when Web*Transactions* is set up. The licensing page is now displayed automatically.

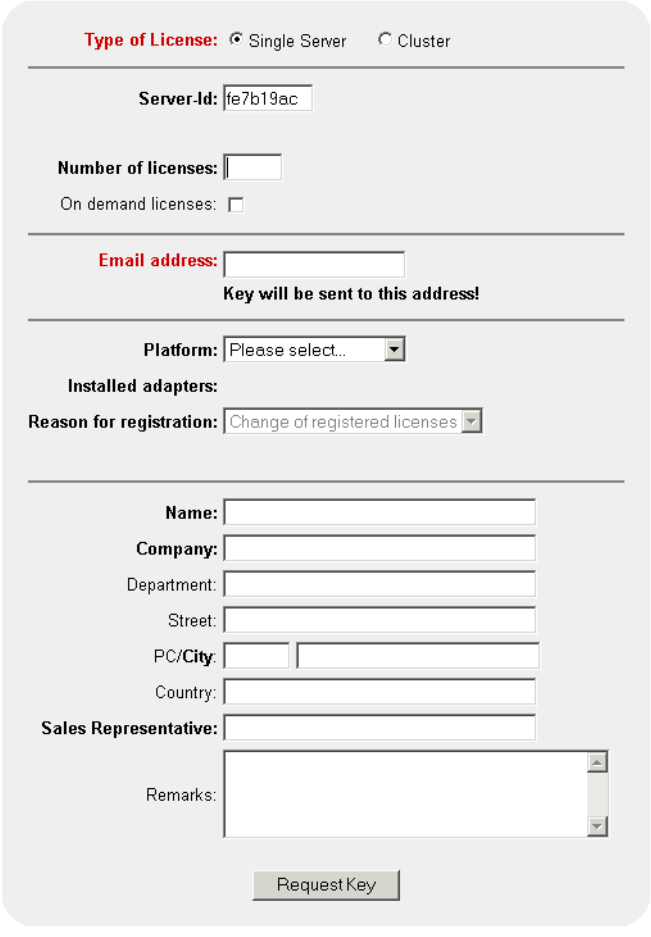
If you are working with the administration program for the first time then, for reasons of security, you should assign a password for the `admin` user after login.

3.1.3 Entering licenses



► Click the **Register** button.

This opens the registration page:



- To register licenses for a stand-alone server, click on **Single Server** under **Type of license**.
- Enter the number of servers that you want to license in the **Number of licences** field.
- Enter your e-mail address and additional parameters as required.

- ► Click **Request Key** to submit the form.

  The license key will then soon be sent to the specified e-mail address.

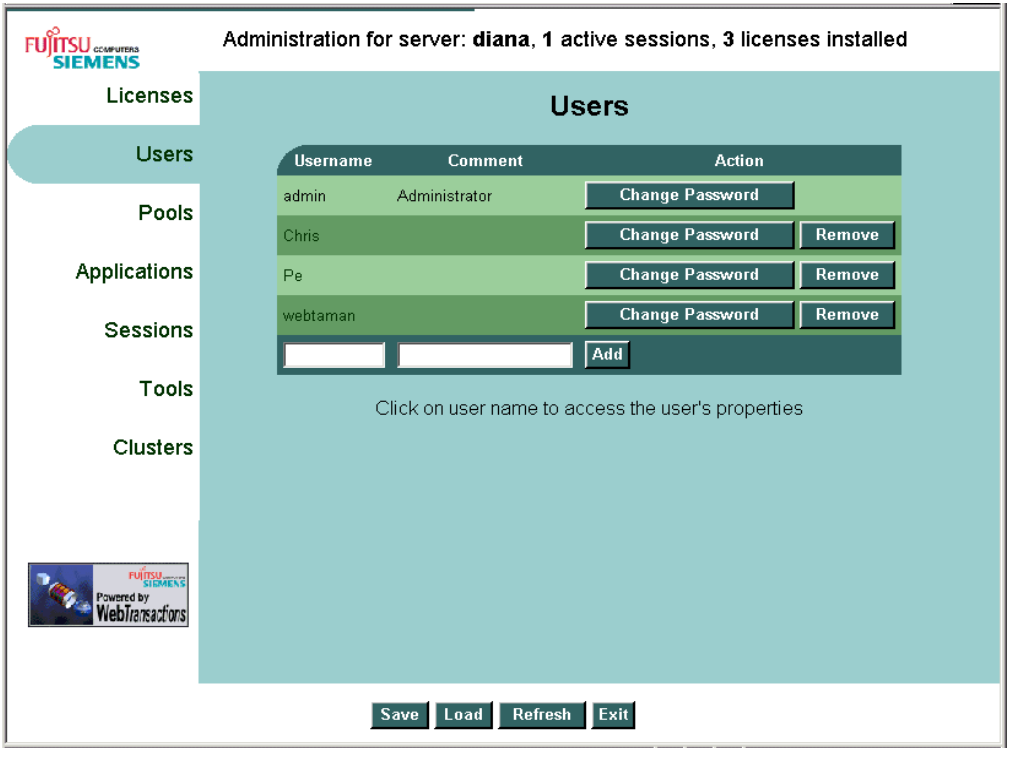
- ► Enter the number of acquired licenses and the valid license key notified to you by e-mail in the **Licenses** and **Key** fields of the licensing page.

- ► Confirm by clicking **Set** followed by **Save**.

  The licenses are activated and the new number of licenses is displayed in the status bar.

3.1.4 Creating users

► Click on the **Users** menu item to enter new users. The **Users** window is displayed in the browser.



► Enter the name of the new user in the **Username** input field in the work area.

► If you wish, enter a description or comment for the user in the **Comment** field and click on **Add**. The user is now entered for operations with Web*Transactions* and Web*Lab*. However, as yet the user has no rights. You must assign these.

► However, you should first click on the **Change Password** button and enter a password for the new user. You proceed in exactly the same way to assign a password for `admin`.

3.1.5 Creating a pool

► Next, click on the **Pools** menu item to create a pool under which base directories can be created. The **Pools** window is displayed in the browser.

► Enter the name of the directory in the **Directory** input field in the work area (you must specify the absolute path name). Please note that if this directory does not already exist you must select the directory creation option.

► In the **Virtual Path** entry field, type the name of a directory below the web server's document directory that is allocated to the new pool. This directory corresponds to the start of the virtual path used by the web server to directly (i.e. without it being necessary to call Web*Transactions*) access the files of Web*Transactions* applications (e.g. images, entry page etc.) in this directory.

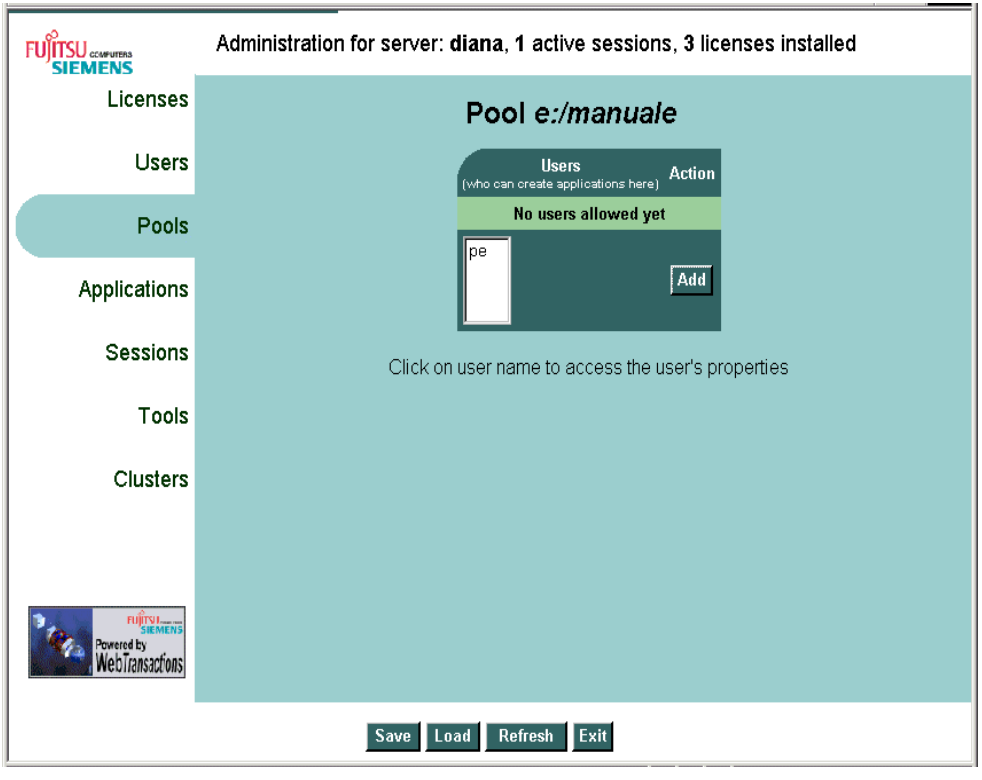
If you want to use base directories with identical names in different pools, the values for **Virtual Path** corresponding to the pools have to be different.

► You may also enter a description or comment for the pool in the **Comment** field before clicking on the **Add** button. The new pool is now entered for Web*Transactions* and Web*Lab* operation. You can enter further pools as required.

You can now use Web*Lab* to create the base directories under the pools which you have created in this way. However, as yet no Web*Lab* user can access such a pool since the pool has not yet been assigned to a user.

3.1.6 Assigning the pool to a user

► In the pools table, click on the pool which you have just created. The **Pool** window with the newly created pool is displayed in the browser.



This window displays the users who are permitted to access the new pool. Currently no user is assigned to this pool. A list displays all the users who are permitted to work with Web*Transactions* on this host.

► Click on an entry in this list to select the user you have just created and then click on the **Add** button. The selected user is entered as possessing access to this pool. You have now completed the preparations required in order to work with Web*Transactions*.

► Click on the **Save** button to save the current Web*Transactions* configuration.

► Click on the **Exit** button to terminate the administration program.

► Exit the browser.

3.2 Connecting a host application to the Web

Once you have performed the preparations for your work with Web*Transactions* and Web*Lab*, you can use Web*Transactions* development environment - Web*Lab* - to connect the host application to the WWW. To do this, you must perform the following steps:

1. Create the project
   - Create a base directory
   - Generate an automask
2. Save the project
3. Start a session

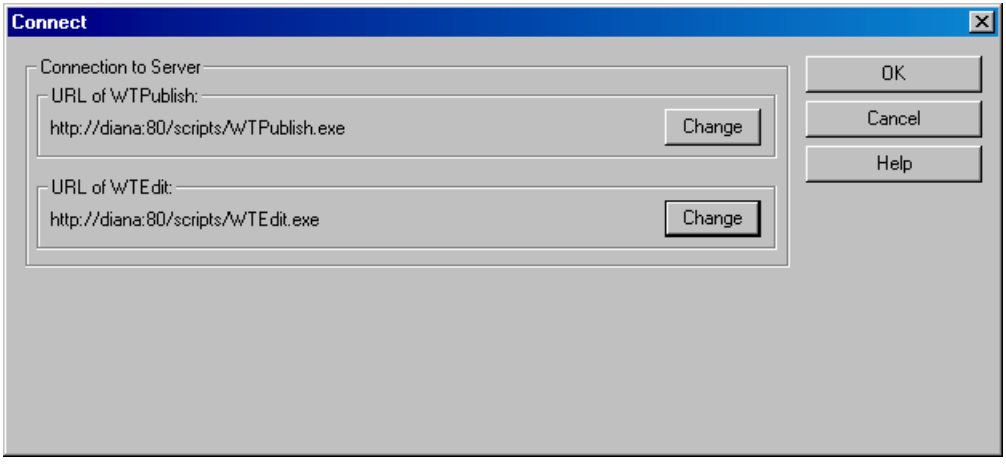
3.2.1 Creating a project

The project stores the most important data that is required by Web*Lab* to generate and edit a Web*Transactions* application, e.g. the Web*Transactions* server data.

- ► To create a project, choose the **Project/New...** command.
- ► In the next dialog box, you are asked whether you want to generate a base directory. Click **Yes**. This opens the **Connect** dialog box, see next section.

3.2.1.1 Creating a base directory

The base directory is the fundamental requirement for connecting a host application to the web using Web*Transactions*. This directory contains all the necessary files and links to the programs that constitute a Web*Transactions* application.

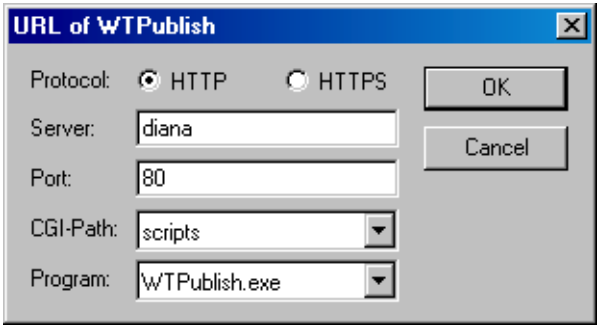


The base directory must always be located on the host on which Web*Transactions* is running. In the **Connect** dialog box, you enter this Web*Transactions* server and the paths to the CGI programs `WTPublish.exe` and `WTEdit.exe`.

– `WTEdit.exe` receives all Web*Lab* requests. It performs all the necessary tasks on behalf of Web*Lab* (which may be running on a different host) on the Web*Transactions* server (e.g. creation of a base directory) and enables Web*Lab* to access running Web*Transactions* sessions.

– `WTPublish.exe` receives all requests from the browser. It starts new Web*Transactions* sessions or establishes connections to an open session for each subsequent dialog step.

► Under **Connection to server** - **URL of WTPublish**, click **Change**. The **URL of WTPublish** dialog box will be displayed.



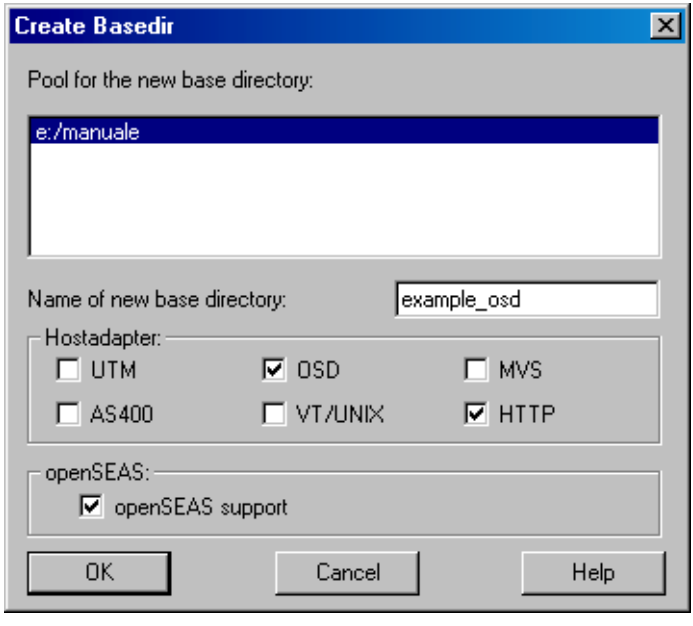
- Select the **Protocol** to be used for the connection; in our example this is **HTTP**.
- In the **Server** field, enter the name of the host on which Web*Transactions* is running; in our example this is *diana*.
- In the **Port** field, enter the corresponding port number; in our example this is *80*.
- Enter the path for the CGI program WTPublish; in our example this is *scripts*.
- Enter the name of the CGI program, in our example *WTPublish.exe*, and then confirm with **OK**. These values will now be taken over by the **Connect** dialog box.
- Repeat this procedure for the entries under **URL of WTEdit**. Once again enter the values for your host; in our example these are:

Server	*diana*
Port	*80*
CGI Path	*scripts*
Program	*WTEdit.exe*

- When you have finished, click **OK** in the **Connect** dialog box. The connection to the Web*Transactions* host computer will now be established with the values entered.

  First, however, you must log on to Web*Transactions*. The **Name and Password** dialog box is opened to allow you to do this.

- Enter the user name and password that you specified in section “Creating users” on page 33.
- Click on **OK** to confirm. The **Create basedir** dialog box is displayed on the screen.



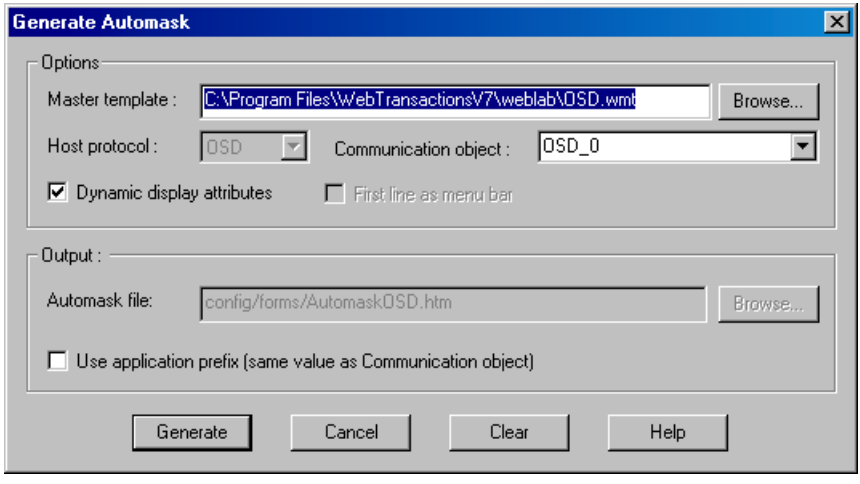
The upper list of this dialog box displays the pools under which the logged on user is able to create base directories on the Web*Transactions* server.

- In the list, click on the pool which you created in section “Creating a pool” on page 34.

- ► Enter a name in the **Name of new Base Directory** input field, here *example_osd*.
- ► Next select the host adapter via which Web*Transactions* communicates with the host application, here *OSD*. Only those host adapters that are actually installed are displayed. The host adapter for HTTP is preset by default.
- ► Confirm your entries with **OK**. The **Generate Automask** dialog box is displayed, see next section.

3.2.1.2 Generating the automask template

The automask template is the template via which the automatic conversion between the host formats and the browser display is performed.



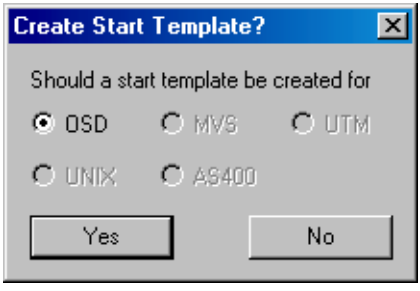
The options in the **Generate Automask** dialog box allow you to make more detailed specifications concerning the generation of the template and its subsequent implementation. The options are described in the online help.

- Enter a name for the **Communication Object**, here *OSD_0*. If you do not enter anything here, the default setting `OSD_0` is used. If you want to open multiple connections during a session, it is useful to give the communication object an individualized name. You must also specify the name of the communication object in the start template.

  Please note that the system differentiates between uppercase and lowercase.

- In this example, you confirm all further settings by clicking on **Generate**. The **Generate Automask** dialog box is closed and the base directory and automask are generated using the specified values at the Web*Transactions* server. In the Web*Lab* main window, a message window is opened below the work area. This displays the progress of the operation.

  Web*Lab* opens the **Create Start Template?** dialog box in which you specify whether you want to generate an application-specific start template at this point.

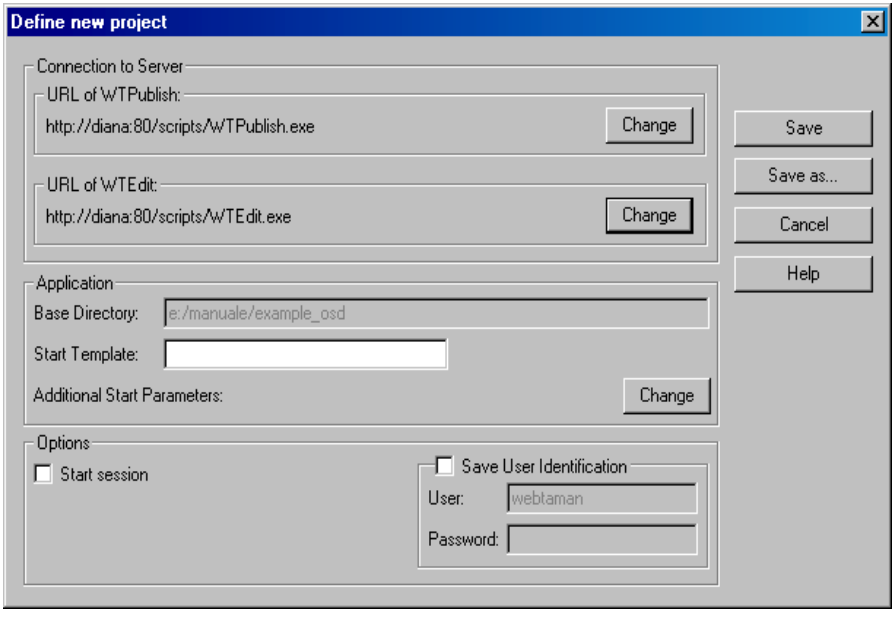


► For the purposes of this example session, click on **No**. The **Define New Project** dialog box is now opened, see next section.

A start template that takes the user directly to the first format in the host application will be created at the end of the example session (see section “Creating a start template” on page 63).

3.2.2 Saving the project

You define the settings for the newly created project in the **Define New Project** dialog box.



- In this example, you should accept all the default settings and save the project with **Save as...**

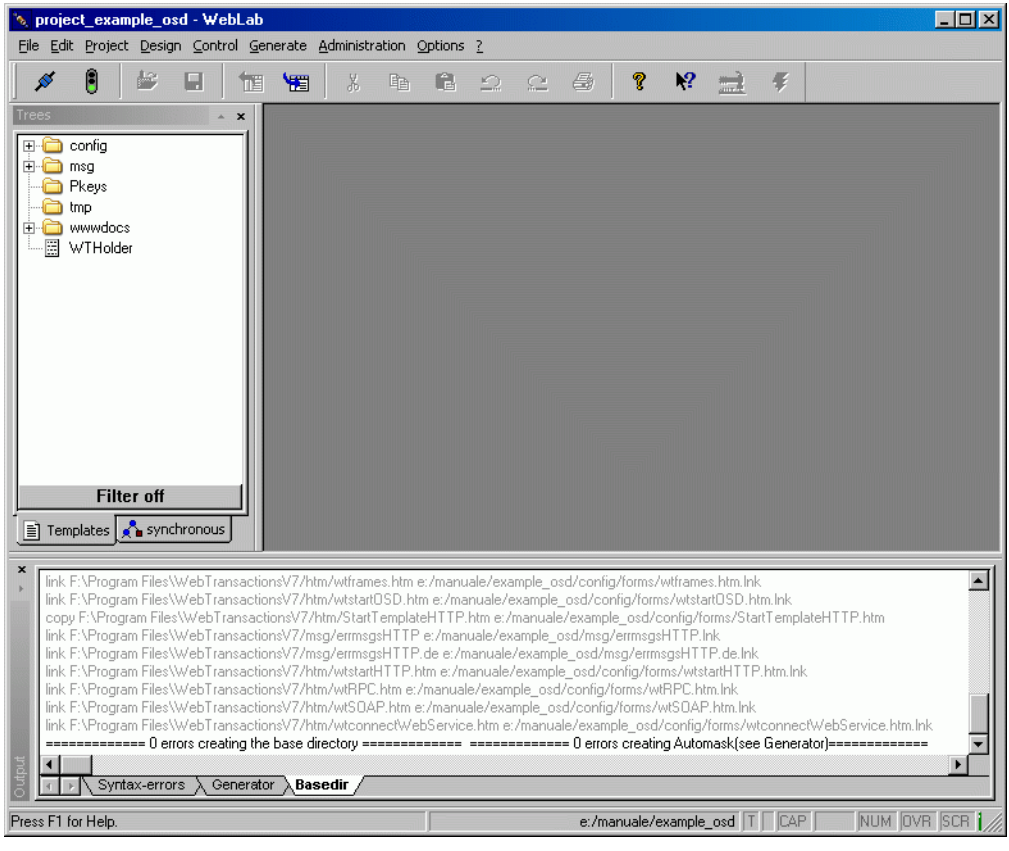
  This opens the **Save As** dialog box.

- In this dialog box you select the directory in which you want to save the project and enter a name for the project file.

- Click on **Save**.

  The project file is created with the suffix `.wtp` in the selected directory. The name of the project file is displayed in the Web*Lab* title bar.

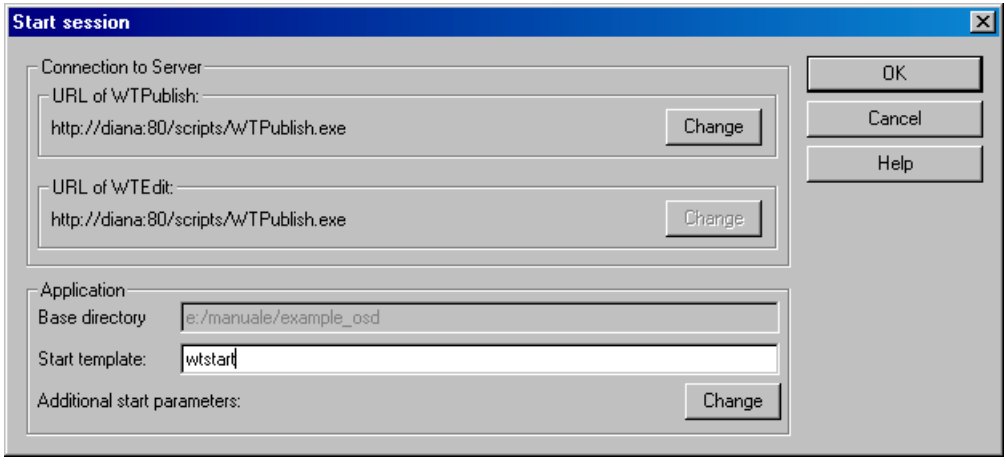
  You are then connected with your new base directory. For an overview of the created directories, see section “Structure of a base directory” on page 71.



3.2.3 Starting a session

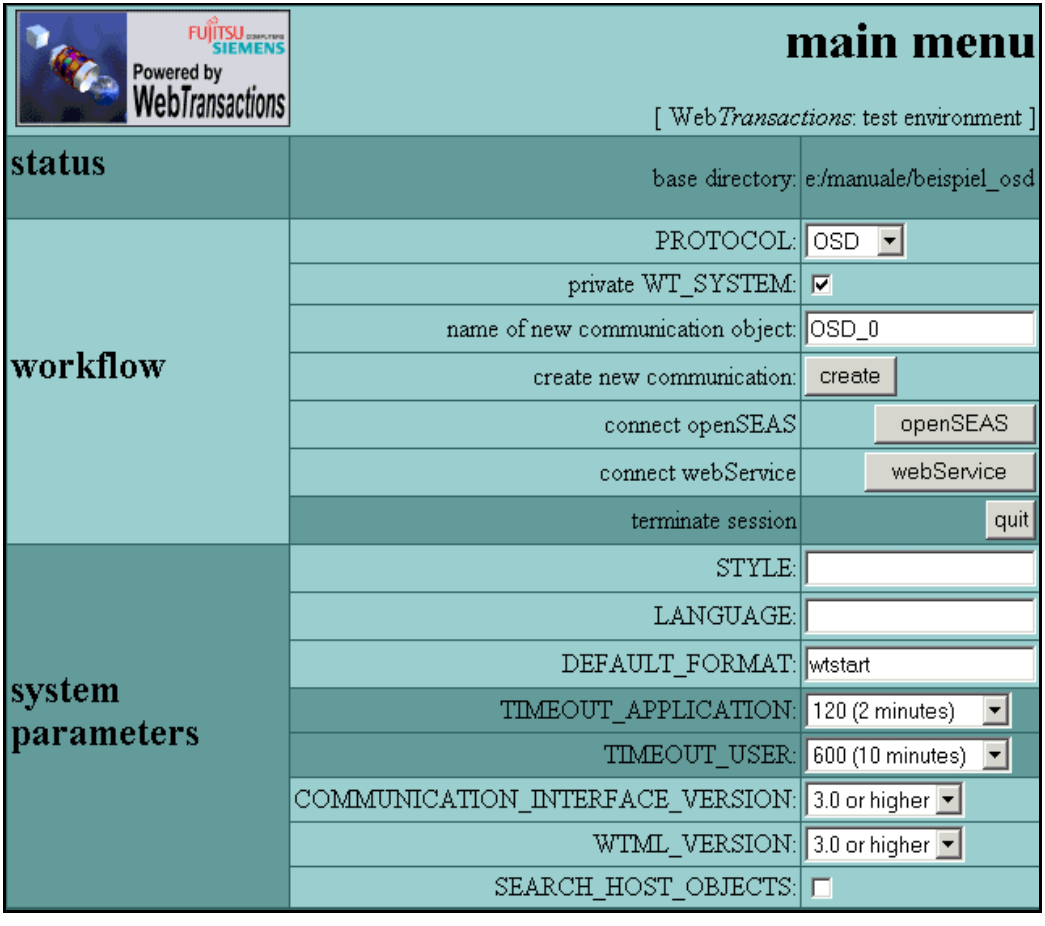
Once you have created the base directory, you can start a session to the host application.

- Choose the **File/Start Session** command. The **Start Session** dialog box is displayed on the screen.



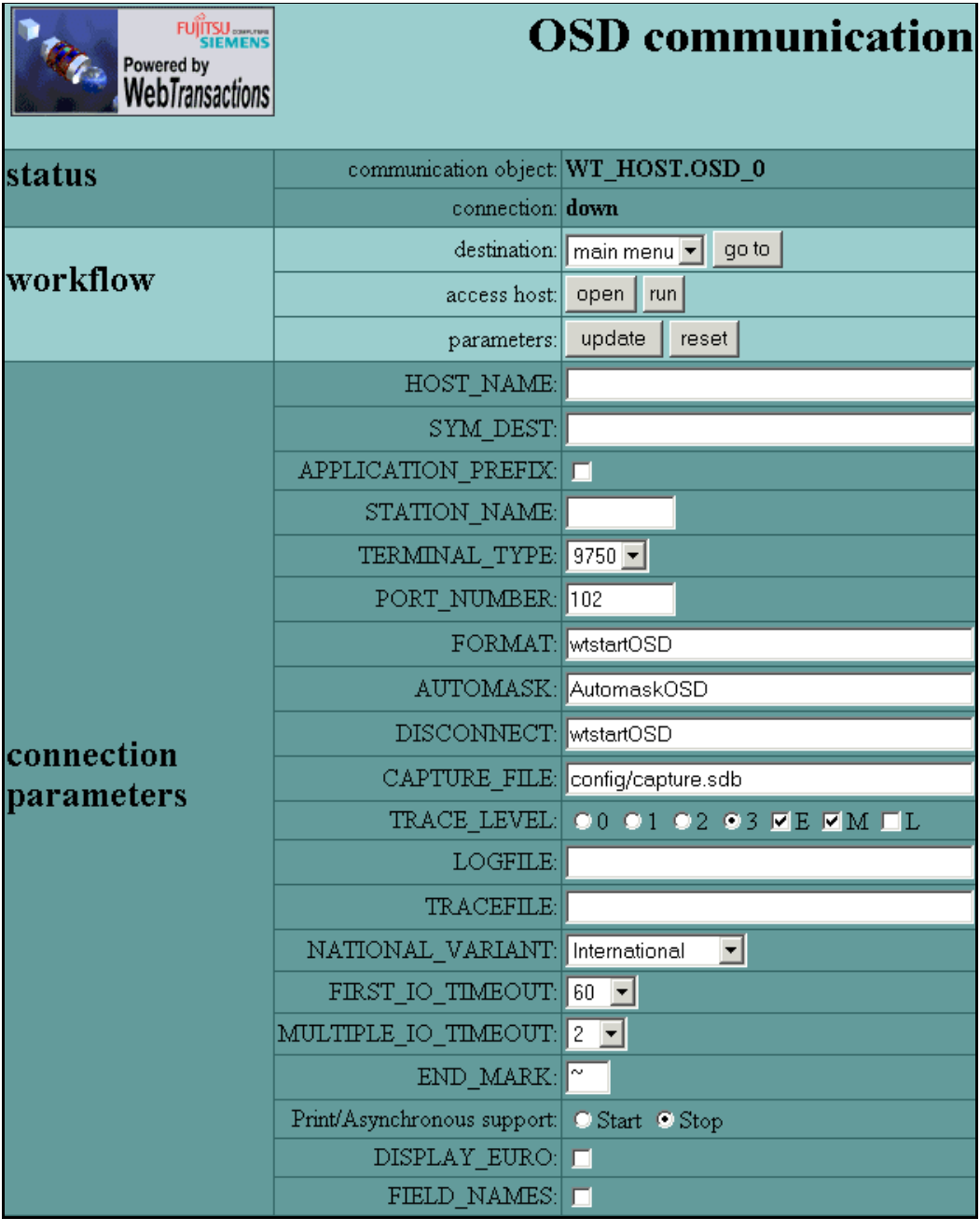
In this dialog box the connection data such as the web server name, CGI program path and the base directory name have already been taken over from the project settings. You just need to specify the name of the start template with which the host application is to be started.

- Enter the name of a start template in the **Start Template** dialog box, here `wtstart`. `wtstart.htm` is a supplied start template which is copied into the base directory and can be used for all host applications.
- Click on **OK** to start the session. The dialog box is closed. The set browser is opened and the general start template `wtstart` is displayed and calls for a new Web*Transactions* session with the start template `wtstart`. `wtstart` displays a form in the browser window.



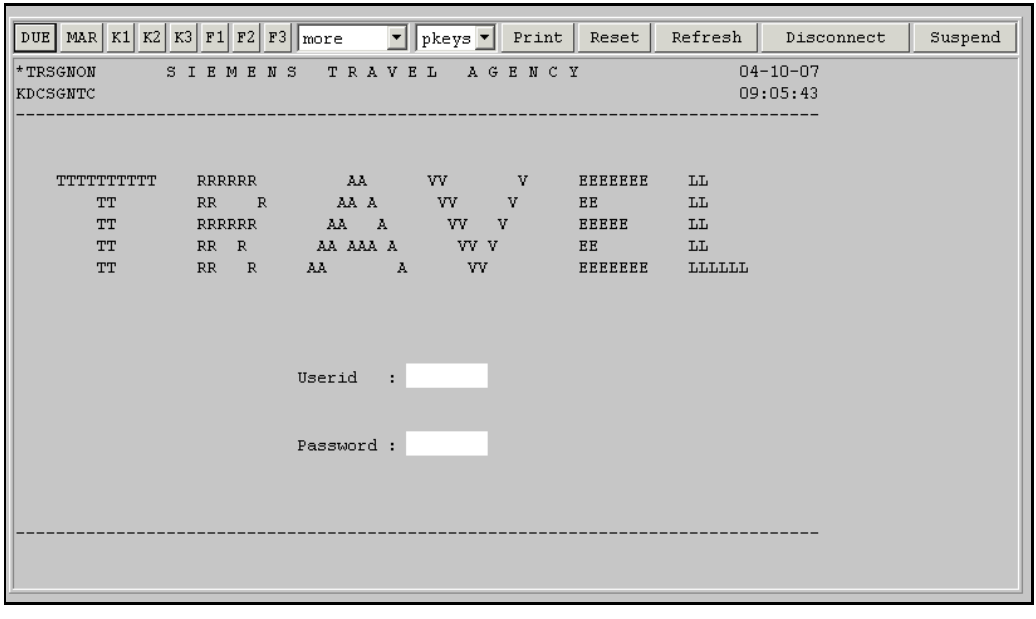
In this form of the general start template, you can now enter the connection parameters for Web*Transactions* in order to set up a new communication object.

- Select the `OSD` entry in the **PROTOCOL** pick list.
- Specify the name of the communication object, here *OSD_0*. The name of the communication object must correspond to the name which you used when generating the automask template.
- Now click on the **create** button to create a new communication object. Your specifications are processed by Web*Transactions* and the OSD-specific start template `wtstartOSD.htm` continues checking and displays the next form.


FUJITSU SIEMENS
Powered by WebTransactions
OSD communication
status
communication object: WT_HOST.OSD_0
connection: down
workflow
destination: main menu go to
access host: open run
parameters: update reset
connection parameters
HOST_NAME:
SYM_DEST:
APPLICATION_PREFIX:
STATION_NAME:
TERMINAL_TYPE: 9750
PORT_NUMBER: 102
FORMAT: wtstartOSD
AUTOMASK: AutomaskOSD
DISCONNECT: wtstartOSD
CAPTURE_FILE: config/capture.sdb
TRACE_LEVEL: 0 1 2 3 E M L
LOGFILE:
TRACEFILE:
NATIONAL_VARIANT: International
FIRST_IO_TIMEOUT: 60
MULTIPLE_IO_TIMEOUT: 2
END_MARK: ~
Print/Asynchronous support: Start Stop
DISPLAY_EURO:
FIELD_NAMES:

With the OSD-specific start template you set the connection parameters and open the connection to the host application, in the same way as if you were connecting to the host application from a terminal or an emulation.

- For **HOST_NAME** enter the name of the computer on which the host application is running.
- For **SYM_DEST** enter the symbolic name of the host application, here *Travel*. The symbolic name is the name under which the application is known at the host computer.
- If the host application expects a specific terminal name you can enter this in the `STATION_NAME` box.
- Now click on the **run** button to open the connection to the host application. The first screen of the OSD application is output with `AutomaskOSD.htm`.

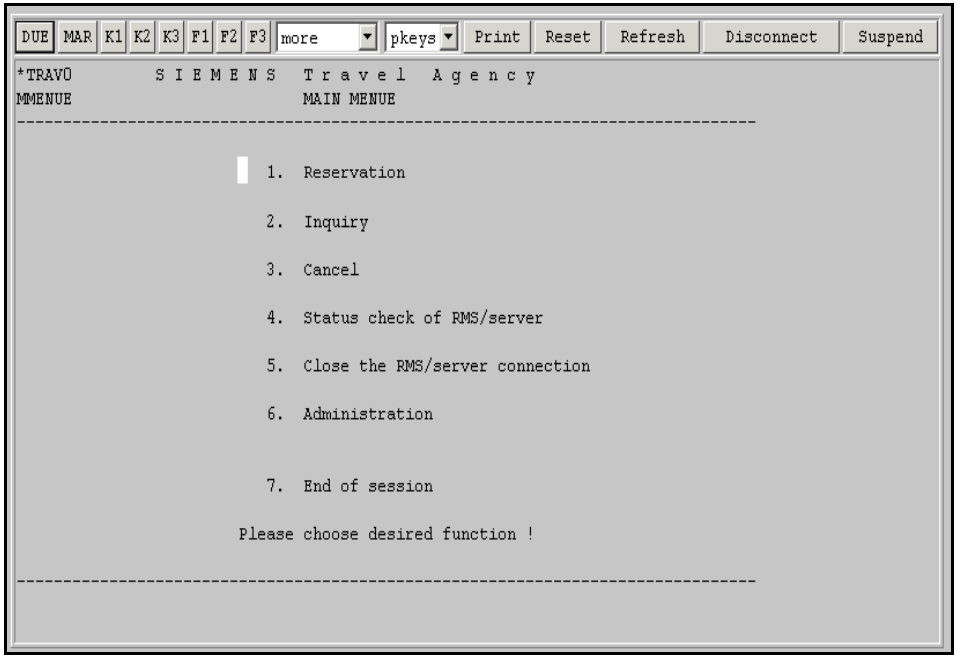


The `AutomaskOSD.htm` template provides you with a button bar for communications with the OSD application. This button bar replicates the special keys of the 9750 terminal (see section “AutomaskOSD.htm template” on page 80).

If you now want to terminate the connection to the host, click the **Disconnect** button. Processing again branches to the template `wtstartOSD` (see also section “OSD-specific start template in the start template set (wtstartOSD.htm)” on page 163). Select **main menu** and click on the **go to** button to return to the general start template. You can now select **quit** to exit the Web*Transactions* application.

In the example session you proceed as follows:

- Enter your ID and password to log on to the *Travel* host application.
- Press **DUE** to start the Travel application. The next format of the Travel application is displayed in the browser.



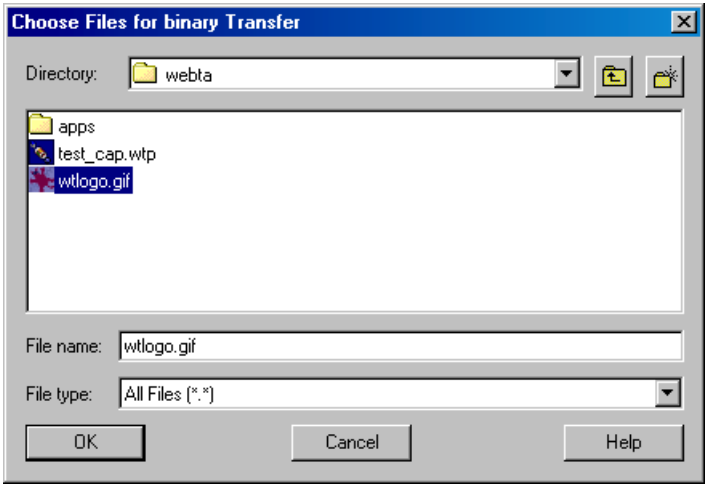
3.3 Global modification of display

As an example of a global change, a company logo is to be integrated in `AutomaskOSD.htm`. To do this, you must first transfer the logo to a directory that can be accessed by the web server. You can use the directory `wwwdocs/image` in the base directory to do this.

Performing binary image transfers

Proceed as follows in Web*Lab* to transfer the company logo to the directory `wwwdocs/image` in the base directory:

- Choose the **File/Transfer Binary** command. The **Choose Files for binary Transfer** dialog box is now displayed.

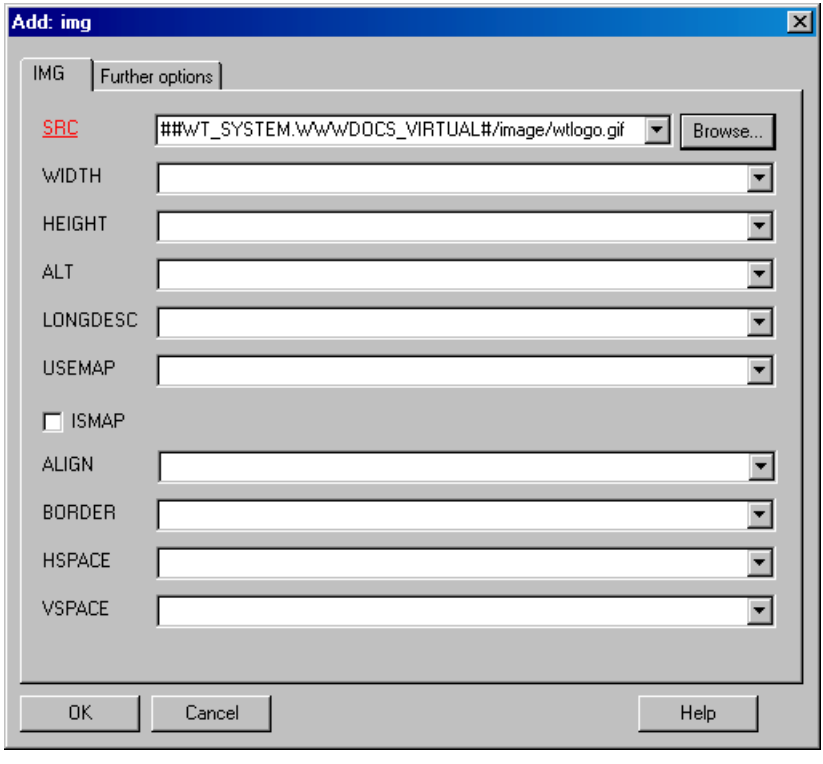


- In this dialog box, you must select the directory in which the company logo is stored and then click **OK** to confirm. The **Choose destination directory** dialog box is now displayed.
- In this dialog box, select the directory `wwwdocs/image` in the base directory of your Web*Transactions* application and then click **OK** to confirm. The company logo is transferred to the base directory. This directory is physically created under the web server's document directory.

Inserting the logo in the Automask template

In this example, the Web*Transactions* logo is to be inserted as a global change.

- Choose the **File/Open Current Template** command**.**
  - This loads the template `AutomaskOSD.htm` in the Web*Lab* work area. This template outputs the current format of the host application
  - This also updates the corresponding object tree with all the current variables in the Web*Lab* object window.
- Now scroll through the template until you reach the BODY tag.
- Insert an empty line after the BODY tag and choose the **Add/HTML/image** command. The **Add:img** dialog box is now displayed.



In this dialog box you can specify the image file and other parameters for the display and orientation of the image. The path for the image file must be relative to the web server's document directory since the web server only searches this directory for images. By transferring the image to `wwwdocs/image`, you ensure that this is the case.

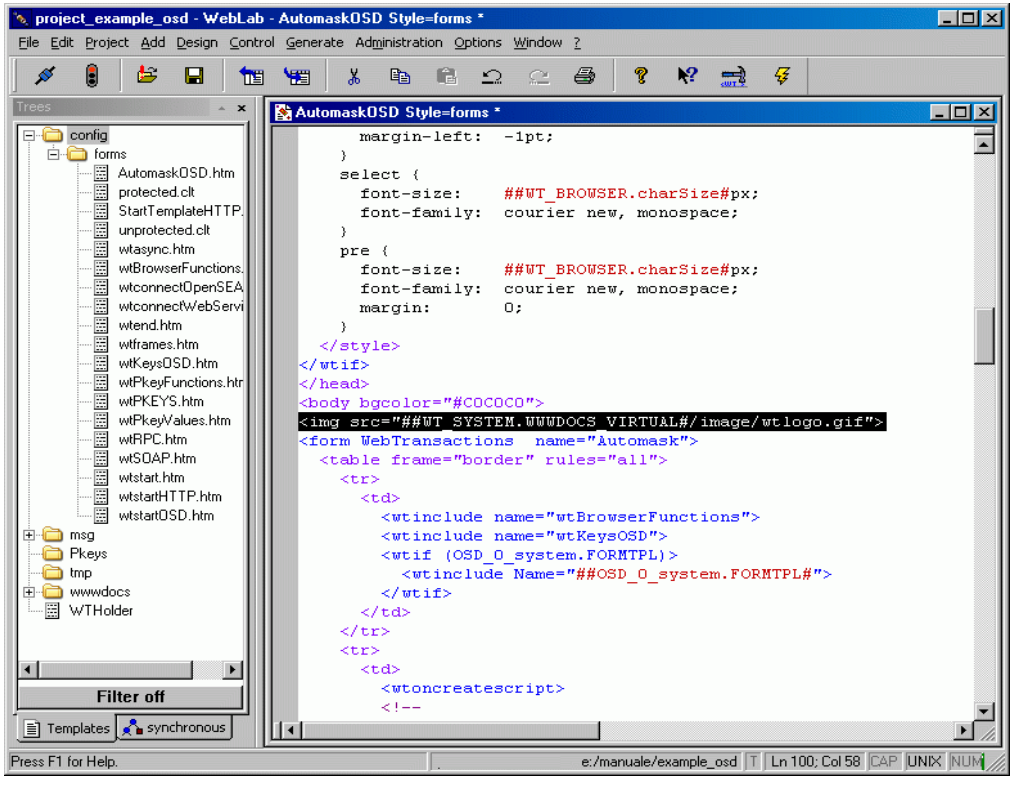
You can use the system object attribute `WWWDOCS_VIRTUAL` to access the image without having to specify a long path name. `WWWDOCS_VIRTUAL` already contains the full path from the web server's document directory through to the `wwwdocs` directory in the base directory.

- Use the **Browse** button to find the image file. If the file is under `wwwdocs`, Web*Lab* will automatically use `VIRTUAL` and the name will be created as follows:

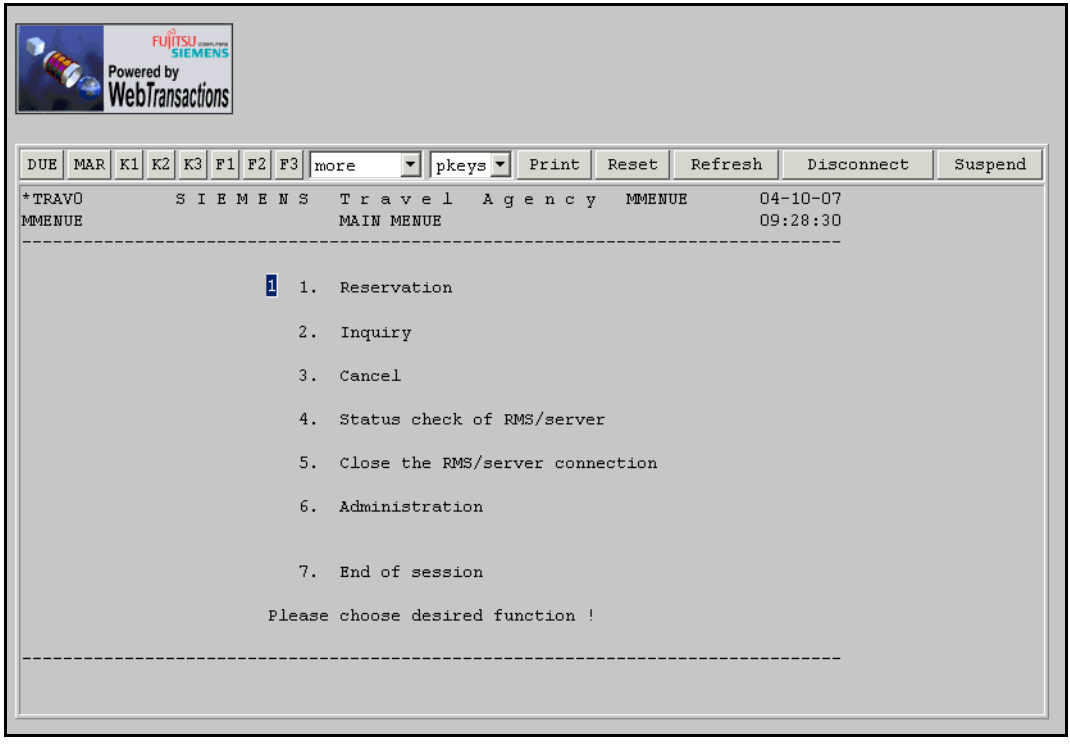
  `##WT_SYSTEM.WWWDOCS_VIRTUAL#/image/wtlogo.gif`

- Click **OK** to confirm. Web*Lab* inserts the following line in the Automask template after the BODY tag:

  `<img src="##WT_SYSTEM.WWWDOCS_VIRTUAL#/image/wtlogo.gif">`



- To view the changes, choose the **Control/Update in Browser** command. The logo is output in the browser window. If you save the modified Automask template then this change applies to all subsequent forms since the Automask template determines the automatic conversion for all forms.

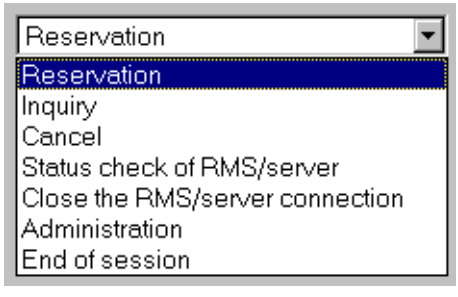

Powered by WebTransactions
DUE MAR K1 K2 K3 F1 F2 F3 more pkeys Print Reset Refresh Disconnect Suspend
*TRAVO S I E M E N S T r a v e l A g e n c y MMENUE 04-10-07
MMENUE MAIN MENUE 09:28:30
1 1. Reservation
2. Inquiry
3. Cancel
4. Status check of RMS/server
5. Close the RMS/server connection
6. Administration
7. End of session
Please choose desired function !

3.4 Format-specific modifications of display

As you have seen, changes in the Automask template affect the display of all the formats in the browser. However, if you want to restrict a browser display modification to a single format, you need a so-called format-specific template. This requires you to perform the following steps:

1. Use the capture process to generate the format-specific template
2. Edit the format-specific template

As an example of an individual format design, consider a value-based selection (the user makes his or her choice by entering a number) mapped to a drop-down list as illustrated in the table below:

Before	After
1. Reservation 2. Inquiry 3. Cancel 4. Status check of RMS/server 5. Close the RMS/server connection 6. Administration 7. End of session	

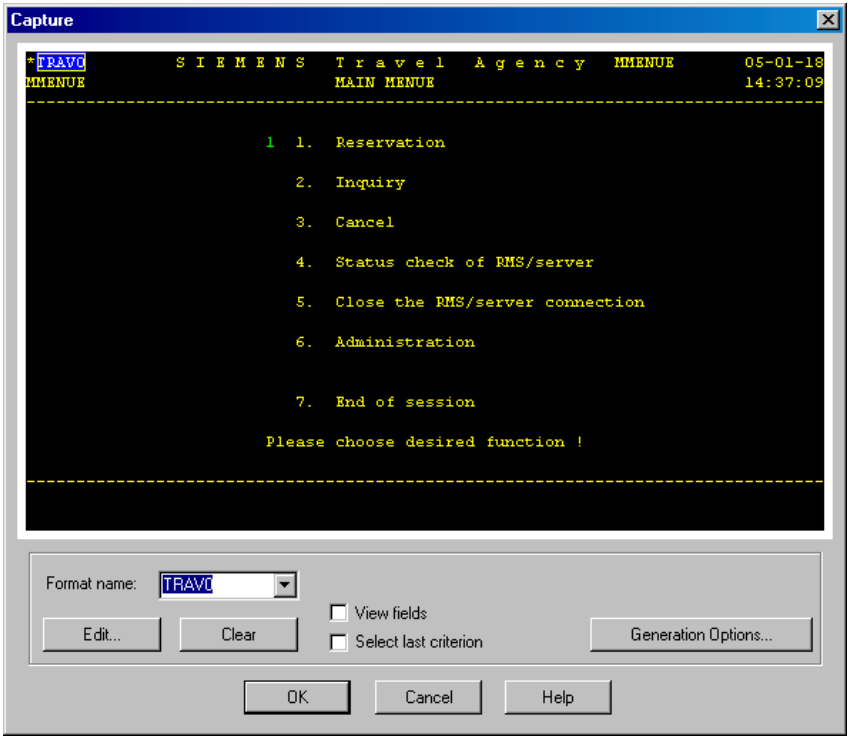
3.4.1 Generating a format-specific template with the capture process

To create format-specific templates for the formats of the host application, you use capturing in Web*Lab*. This interactive process allows you to create recognition criteria for individual screen formats, i.e. patterns for the recognition of known formats.

► Choose the **Generate/Capture/from current screen** command.

In the start template `wtstartOSD.htm` for the communication-specific system object attribute `CAPTURE_FILE` the pathname `config/capture.sdb` is entered as default (see section “Starting a session” on page 45). The default is also used in the example. The capture database is set up on the first access. This stores all the recognition criteria that you create using the Capture process.

The **Capture** dialog box is opened on the screen and contains a display of the current format.



► Use the mouse to drag a rectangle over the indicated section *TRAV0*. This specifies that this format is identified through the presence of TRAV0 at this position in the format.

- Click on **OK** to start generation. The recognition criterium that you have selected in this way is saved together with the format name in the capture database and the format-specific template TRAV0 is created. Instead of the Automask template, the format-specific template is now used to display the format.

Generated template

The text below displays the section from the generated template `TRAV0.htm` which depicts the formats of the fields. For the structure of a complete template, see section “Structure of AutomaskOSD.htm” on page 82.

The generated template `TRAV0.htm` was generated with the following generation options: **Generation method: Inline script**, **Display attributes: None**.

```
        <!-- - - -
```

The format's input fields are represented by input tags of type `text` if the original field was unprotected. If the original field was protected (input is invisible), then the tag is of type `password`. The specification `value="##`*object-name*`.Value#"` ensures that the value from the field in the format is entered in the input field.

```
<input type="##(OSD_0.E_05_025_001.Visible == 'No') ? 'password' : 'text'#" ##(
WT_BROWSER.acceptClass ) ? 'class="box" style="width:9px"' : ''# name="E_05_025_001"
size="1" maxlength="1" markable="1" value="##OSD_0.E_05_025_001.Value#"/>\
<wtrem **   1.  Reservation **>\
...
<wtrem ** Please choose desired function ! **>\
##OSD_0.E_20_025_032.HTMLValue#\
<wtrem **                              **>\
##OSD_0.E_20_057_024.HTMLValue#</span>
<span class="screenline" id="SL21"><wtrem **
**>\
##OSD_0.E_21_001_080.HTMLValue#</span>
<span class="screenline" id="SL22"><wtrem ** ----------------------------------------
---------------------------------- **>\
##OSD_0.E_22_001_080.HTMLValue#</span>
<span class="screenline" id="SL23"><wtrem **
**>\
##OSD_0.E_23_001_080.HTMLValue#</span>
<span class="screenline" id="SL24"><wtrem **
**>\
##OSD_0.E_24_001_080.HTMLValue#</span>
```

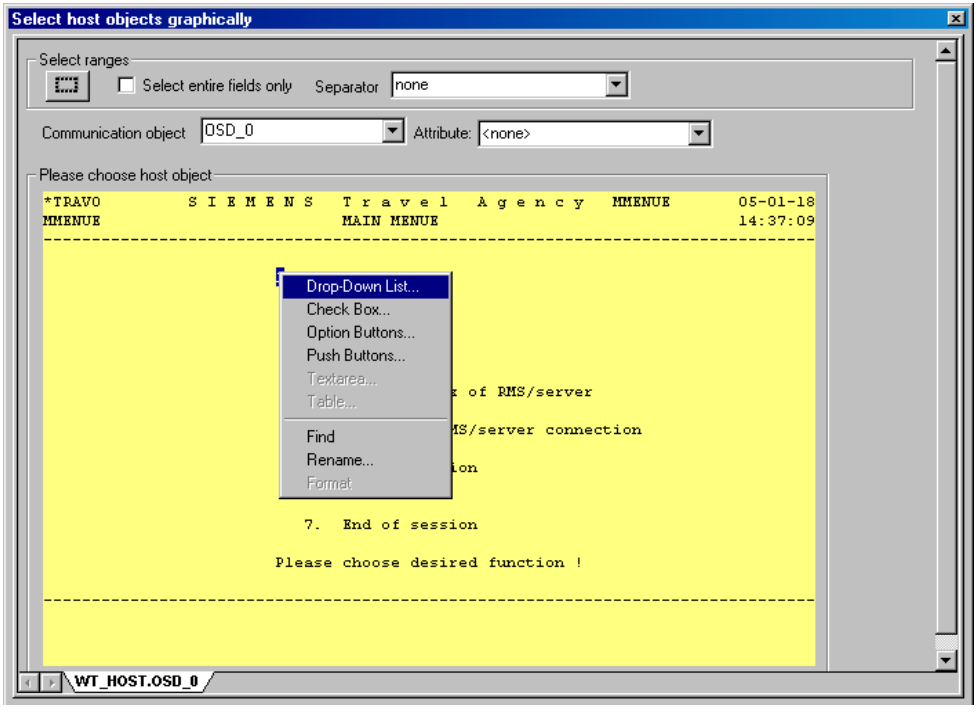
All the input fields are administered in an object.

```
<wtoncreatescript>
<!--
  wtInputFields = {E_05_025_001:OSD_0.E_05_025_001};
//-->
</wtoncreatescript></pre></div>
        <!-- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  -->
        <!-- end of host screen section                                               -->
        <!-- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  -->
      </td>
```

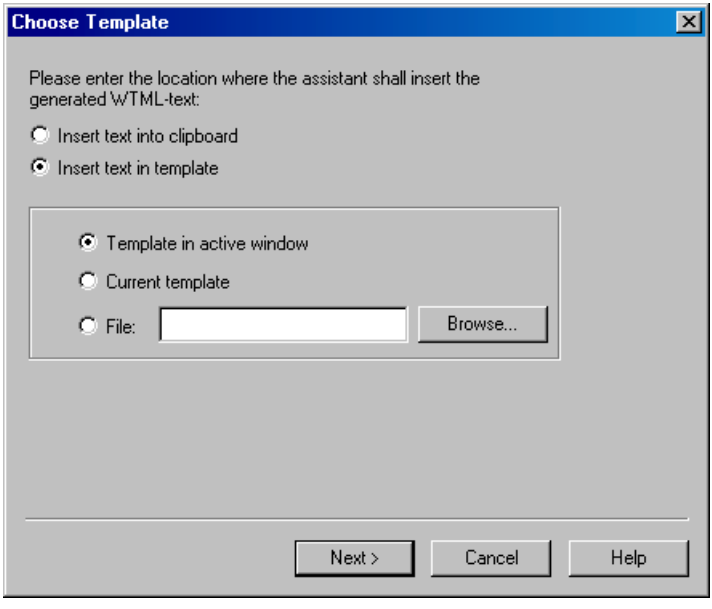
3.4.2 Editing a format-specific template

- ► Choose the command **File/Open Current Template** to open the format-specific template TRAV0 in the Web*Lab* work area.
- ► Choose the command **Design/Select Host Objects Graphically/From a Communication Object**. The dialog box for the graphical host object selection for the current template is displayed on the screen.

  This dialog box displays the format as it would appear in an emulation or at a terminal. All the output fields which cannot be edited have a grey background. The single input field in this format has a white background.
- ► Move the mouse pointer to this input field (because of the selection the field becomes blue) and click on the right mouse button to open the context menu.

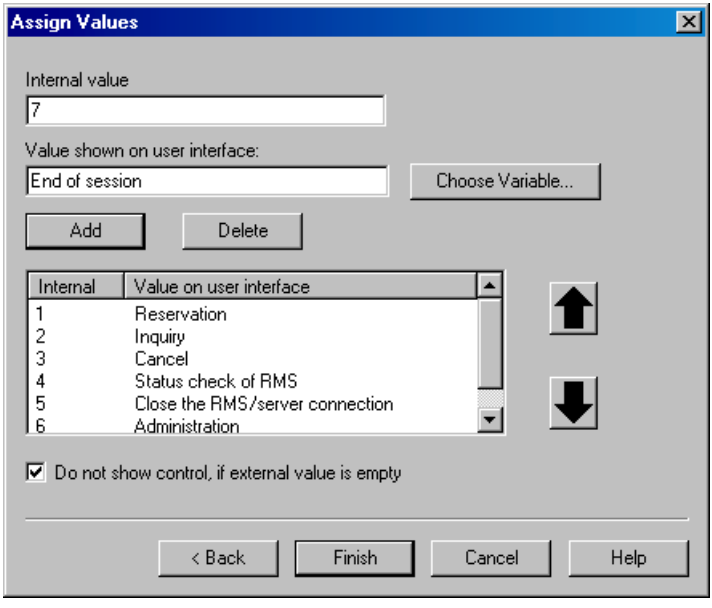


- ► Choose the **Drop-Down List** command from the context menu. The **Choose Template** dialog box is displayed on the screen. This dialog box is the first displayed by a wizard which helps you create a list.



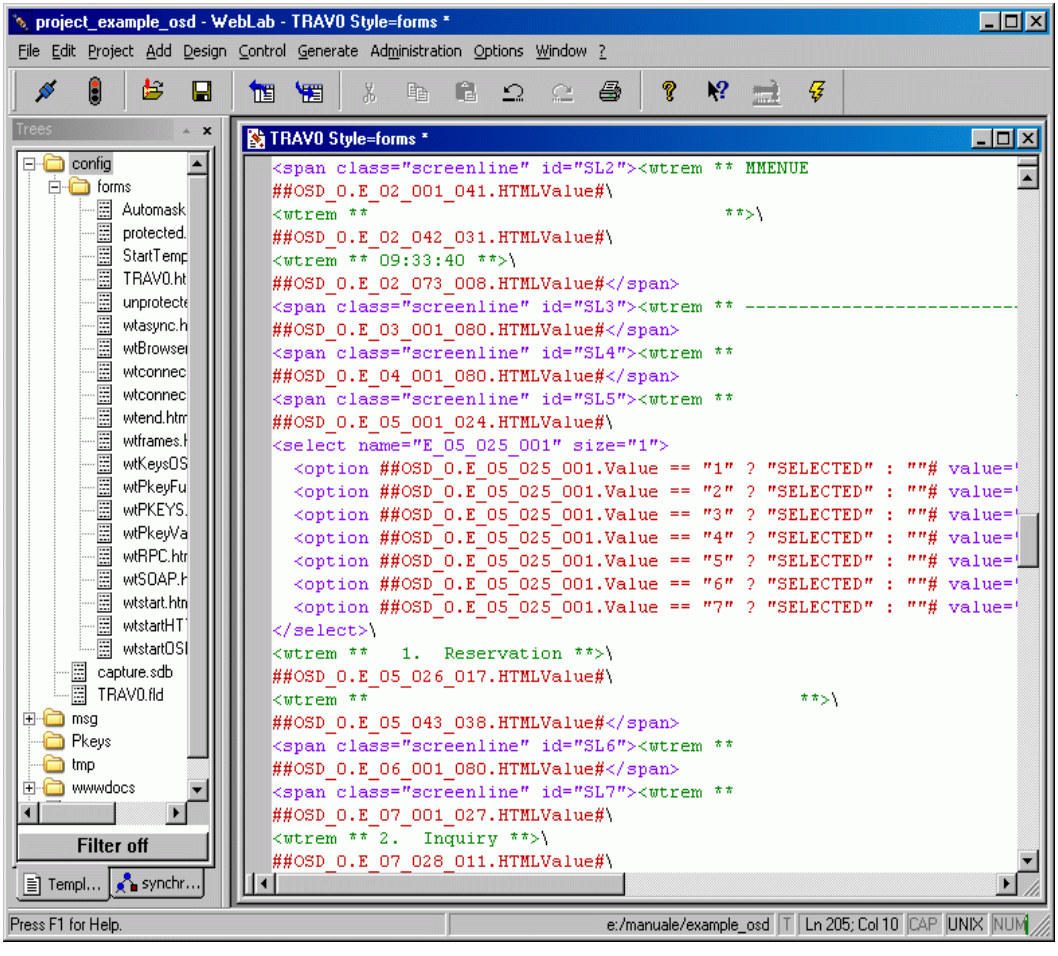
In this dialog box you specify the template in which the list is to be inserted. The option **Template in Active Window** is preset. If you have not previously opened the active template, click the **Current Template** option.

► Click on **Next** to confirm this presetting. The second dialog box, **Assign Values**, is displayed on the screen.



In this example, the **Internal Value** corresponds to the numerical value which the user must enter to select an item in the field. The **Value on user interface** is the description matching the internal value and corresponds to an entry in the pick list.

- ► Enter the internal values and the corresponding descriptions (see figure on page 52) in the input fields. Click on the **Add** button to take over a pair of values into the list.
- ► When the list is complete, click on **Finish** to confirm. The corresponding HTML code for the conversion of a list is entered along with the corresponding values in the template *TRAV0*.htm.
- ► To view this replacement, scroll through the template *TRAV0* until you reach the host section. This section starts with the comment `begin of host screen section`.

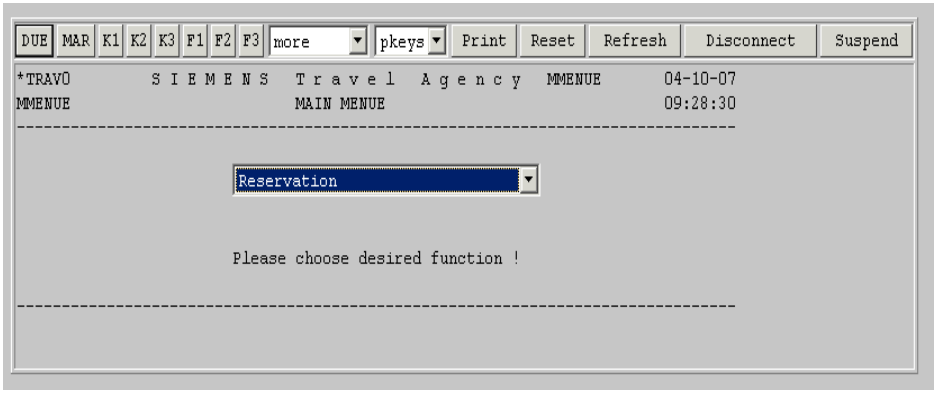


The format-specific template is constructed in a similar way to the Automask template. All the fields of the host format are listed by name in the host section, with each name consisting of the line and column position. The uppermost fields are used to depict the header; the new list (`select` tag) corresponds to the old input field and accepts the selected value. The other fields are responsible for the remainder of the display as you see it in the browser.

Since the selection is now performed via the list, the explanatory texts after the list are no longer required. Consequently, you can delete all the host objects and the comments from the template *TRAV0*`.htm`.

► Delete all the fields in the format after the `select` list through to and including `7 End of Session`. You can use the **Find** command in the context menu of the dialog box **Select host objects graphically** to search for the relevant fields in the template.

► Choose the command **Control/Update in Browser** to view the result of your change.



If you now want to terminate the host connection, click on the **Disconnect** button. Processing branches to the template `wtstartOSD.htm` (see section “OSD-specific start template in the start template set (wtstartOSD.htm)” on page 163). You can choose **main menu** and click on the **go to** button to return to the general start template. Here you can click on **quit** to exit the Web*Transactions* application.

3.5 Starting a Web*Transactions* application

You start an edited Web*Transactions* application with Web*Lab* in the same way as an automatic 1:1 conversion (see section “Starting a session” on page 45). The only difference is: You must make sure that in the template `wtstartOSD.htm` the path name of the format database (in this example: `config/capture.sdb`) is entered correctly in the **CAPTURE_FILE** parameter.

However, you can also create your own start template for the integrated host application which will take the user directly to the first format of the host application.

3.5.1 Creating a start template

Web*Lab* also provides you with a special WTBean for the creation of host application-specific start templates. This is a standalone WTBean.

Before you can access WTBeans, there must be a connection to a Web*Transactions* application.

- Choose the **File/New/wtcStartOSD** command to call the WTBean. This opens the dialog box **Add:wtcStartOSD** which contains four tabs in which you can edit the properties of the WTBean.

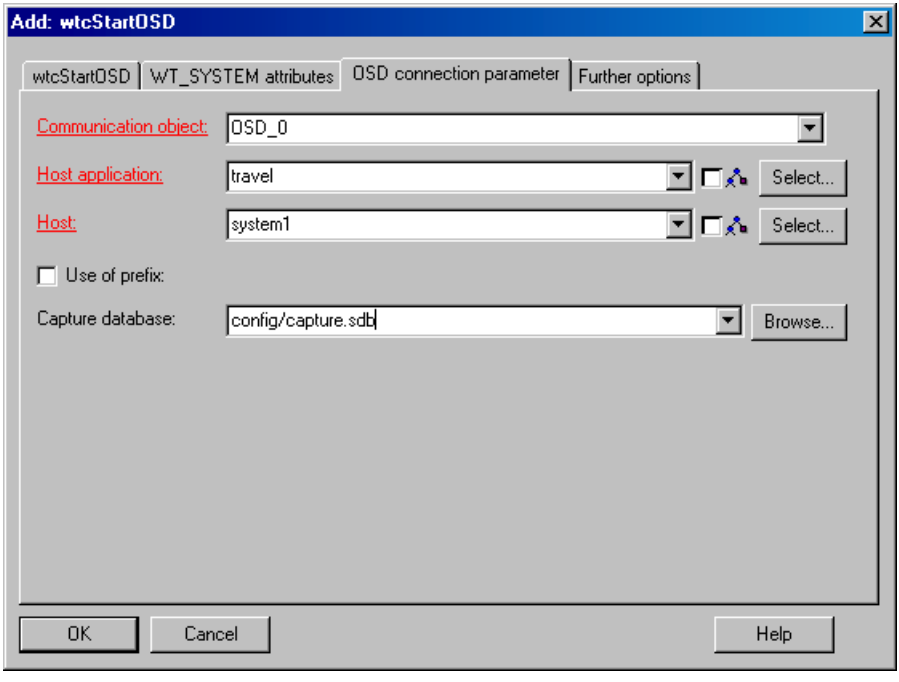
  You define the name and directory of the start template in the **wtcStartOSD** tab. By default, the file name is set to `config/forms/startOSD.htm`.

- Under **File name**,enter the directory and name of the start template, in this case *config/forms/Start_Travel.htm.*

- Next, choose the **WT_SYSTEM attributes** tab.

  In this tab you define the most important attributes of the system object. The default values are sufficient for the example session.

- Choose the **OSD connection parameter** tab.



The most important settings are the name of the communication object, the host application, the host computer and the capture data base.

- Enter the name of the communication object, in this case *OSD_0*

  You should note that the name of the communication object must be the same as the name used in the Automask template.

- Enter the name of the host application, in this case *travel*.
- Enter the Internet address or symbolic name of the system on which the host application is running, here *system1*.
- Enter the name of the capture database, in this case `config/`*travel.sdb*. If you click **Browse** you can also perform an interactive search of the capture database in the file selection box.
- Click on the **Further options** tab.

  Here you will see a tree structure in which you can edit other properties relating to the connection to the OSD host application.

- Set the properties required for your host application. No further modifications are required for the sample application.

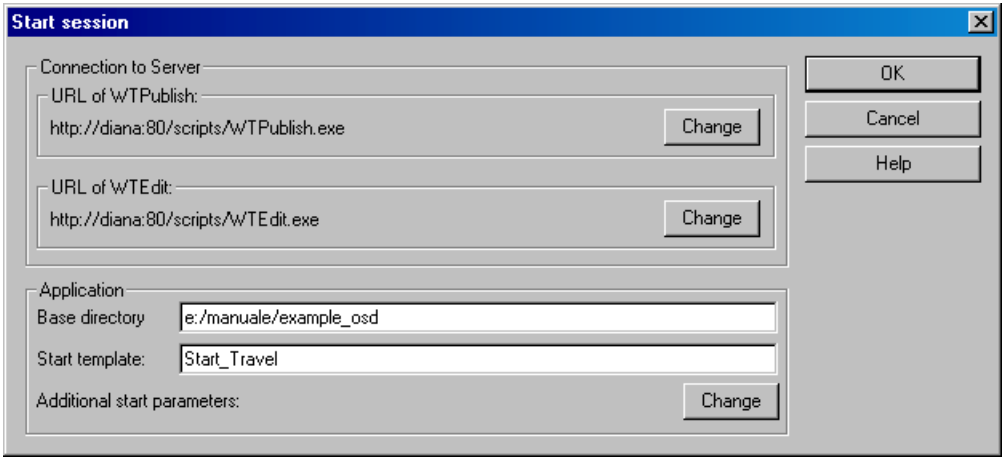
- Click **OK**. The **Add:wtcStartOSD** dialog box is closed. The start template *Start_Travel.htm* is generated and displayed in the Web*Lab* work area. The start template is stored in the base directory under `config/forms`.

The start template *Start_Travel.htm* will now make the settings undertaken here every time it is called. You no longer have to make these settings every time you start a session as described in section “Starting a session” on page 45 with `wtstart.htm` and `wtstartOSD.htm`.

3.5.2 Starting a session with Web*Lab*

There are two ways of starting a Web*Transactions* session with the application-specific Web*Lab* start template:

– You select the **File/Start Session** command. In this case the **Start session** dialog box will be displayed.



- ► In the **Start Template** input field, enter the name of the application-specific start template.
- ► Confirm with **OK**.

– In the template tree you click with the right mouse button on the application-specific start template. In the context menu which appears, select the command **Start session**.

In both cases Web*Lab* immediately starts the session with the template selected as the start template.

3.5.3 Alternative ways of starting a Web*Transactions* application

The above example only explains how to start a Web*Transactions* application from Web*Lab* during development. In productive operation, however, there are other ways of doing this. For a complete description, see the Web*Transactions* manual "Concepts and Functions".

– You can give the supplied entry page `wtadm.htm` the name of the start template and provide the user with this.

– You can write your own entry page in which Web*Transactions* is started via a form or link.

Example

```
<form method="post" action=
      "/cgi-prefix/WTPublish.exe/basedir?startTemplate">
    <input type="submit" value="Start WebTransactions">
</form>
```

– You could also start Web*Transactions* without an entry page by simply entering the URL directly:

`http://`*WebServer*`/`*cgi-prefix*`/WTPublish.exe/`*basedir*`?`*startTemplate*

For *basedir* you must specify the absolute path of the base directory.

Example

```
http://diana/scripts/WTPublish.exe/d:\webta\apps\
beispiel_osd?Start_Travel
```

4 Creating the base directory

Once you have installed Web*Transactions* on the Web*Transactions* server and Web*Lab* on your personal Windows computer, you can use Web*Lab* to create one or more base directories. A base directory includes all the files which configure Web*Transactions* for a specific application scenario.

If you de-install Web*Transactions* or install a new product version, the individual configurations are therefore retained.

4.1 Creating a base directory with Web*Lab*

Before you can create a base directory for a Web*Transactions* application, the Web*Transactions* administrator must have created a user ID for you and then subsequently released one or more pools for this user ID in which you can create a base directory.

Before you create a base directory, it is recommended that you first create a project to store most important data required by Web*Lab* when working with the Web*Transactions* application. When creating a project, you are automatically offered the opportunity to create a base directory.

To do this, proceed as follows:

- Call Web*Lab*, e.g. via **Start/Programs/WebTransactions 7.0/WebLab**

- There are two possibilities for starting to create a base directory:
  - Select the **Project/New...** command and when asked whether you want to create a base directory, answer **Yes** (see section “Creating a project” on page 37).

  or

  - Choose the **Generate/Basedir...** command and specify that a new project is to be created when the relevant query appears.

  In both instances, the **Connect** dialog box is opened.

- Enter the connection parameters in the **Connect** dialog box and click on **OK**.

- In the following dialog box, enter your user ID and password and click on **OK**.
- Enter the following in the **Create basedir** dialog box:
  - from the list of proposed pools, select the pool in which the base directory is to be created
  - enter the name of the new base directory
  - check the **OSD** box in the **Host Adapter** section
  - click on **OK**.
- Enter the required options in the **Generate Automask** dialog box. These correspond to the options for the generation of format-specific templates.
- Click on **Generate**. Web*Lab* now creates the base directory together with all the files that are required for the execution of the Web*Transactions* application. The structure and contents of the base directory are described in the Web*Transactions* manual "Concepts and Functions" and in section "Structure of a base directory" on page 71.

Converting a base directory to a new version

- Select **Generate/Update Base Directory**. This opens the **Update Base Directory** dialog box.
- If you only want to change the links from the base directory to the new installation directory, select the **Update all links** option. Select this option when you have updated the files that are supplied or generated by Web*Transactions*.
- If all files which are copied or generated on creation of the base directory need to be recreated, select the **Overwrite all files** option.

4.2 Structure of a base directory

This section describes the specific aspects of the base directory that only apply to the OSD host adapter.

Information regarding the structure of base directories that applies to all host adapters can be found in the Web*Transactions* manual “Concepts and Functions”.

The Pkeys subdirectory

As default, the `Pkeys` subdirectory contains the mapping of the programmable keys (P keys). The mapping of the P keys must be in an XML file which you have created, for example, with the `wtPKEYS.htm` template and which you can store as session specific. After a Web*Transactions* session is started it is possible to load the P key mapping stored in the `Pkeys` directory to the current emulation.

5 Configuring and starting Web*Transactions*

Web*Transactions* for OSD is available for the platforms BS2000/OSD, Solaris, Linux and Windows. It is connected to the host via a 9750 terminal emulation which is integrated with the host adapter.

You use certain system object attributes to set the necessary configuration data such as the host application name and host name. The relevant attributes are listed in section “Interaction between system object attributes and methods” on page 128. The corresponding values for these attributes are set in the start template, see section “OSD-specific start template in the start template set (wtstartOSD.htm)” on page 163.

5.1 Configuring character sets

The 9750 terminal emulation which is integrated in Web*Transactions* for OSD supports the classic 7-bit ASCII character set. If the emulation is configured as a 9763 terminal then a number of 8-bit character sets complying with the standard ISO-8859-x are also supported.

5.1.1 7-bit ASCII character set

The 7-bit ASCII character set comprises 128 characters including control characters. Certain characters may be replaced by country-specific variants, for example “|” by “?”, with the result that a number of different 7-bit variants are supported.

Web*Transactions* supports these 7-bit variants by means of the system object attribute `NATIONAL_VARIANT`. This can have the following values:

- Danish
- English (UK)
- English (USA)
- French
- French-Belgian
- German
- International
- Italian
- Norwegian

– Spanish
– Swedish
– Swiss

The host adapter converts the 7-bit variants into the 8-bit character set ISO Latin-1 which is used by the browser.

This character set comprises 256 characters. Of these, the first 128 are identical with the classical 7-bit ASCII character set. In contrast, the second 128 characters contain the various special characters and letters used in certain languages, e.g. “ö”, “ß” or “á”.

The 9750 emulation must be configured to correspond to the character set which is used by the OSD host application.

5.1.2 8-bit character set

Web*Transactions* supports 8-bit character sets (ISO-8859-x) when emulating a 9763 terminal, i.e. when the system object attribute `TERMINAL_TYPE` has the value 9763.

The ISO-8859-x standard covers a number of different 8-bit character sets which support different languages:

ISO standard	Character set
ISO-8859-1	Latin-1
ISO-8859-2	Latin-2
ISO-8859-5	Cyrillic
ISO-8859-7	Greek
ISO-8859-9	Turkish

The old 7-bit character sets are also supported for reasons of compatibility.

At the start of communications with the terminal, some OSD applications demand a status request to which the terminal responds with a list of the 8-bit character sets which it supports. At each communications step, these OSD applications supply information about the current character set (7-bit or 8-bit). The Web*Transactions* OSD host adapter interprets this information and sets the connection-specific system object attribute `HOST_CHARSET` accordingly (see section “System object attributes” on page 113). For example, in the case of a 7-bit character set it is set to ISO-8859-1 and the national variant is taken into account.

All generated standard templates contain the following script which sets the global system object `attribute CHARSET` to the value of `HOST_CHARSET`:

```
WT_SYSTEM.CHARSET = host_system.HOST_CHARSET;
```

You must incorporate this value assignment in any templates which you create yourself.

Web*Transactions* uses the value from `WT_SYSTEM.CHARSET` when sending the HTML page to the browser in the HTTP protocol (HTTP header field `content-type`, see the Web*Transactions* manual "Concepts and Functions"). This means that browsers which support this concept can dynamically set the corresponding character set.

By default, the HTTP protocol uses the 8-bit ISO Latin-1 character set. In HTTP V1.1 you can specify a different character set for the browser. Depending on the type and configuration of the browser you are using, you may have to automatically take the value from the HTTP header `content-type/charset` or to configure a fixed character set.

The WTML template language supports all 8-bit character sets. This means, for example, that with an appropriate editor you can type Cyrillic characters provided that the OSD host application supports this character set.

5.2 Starting a Web*Transactions* application

If you do not wish to customize the individual formats, and you only wish to use the option of automatically converting host formats as described in the chapter “Integrating a host application without editing” on page 77, no further steps are necessary. Once you have installed Web*Transactions* (see page 17) and created a base directory (see page 69), your Web*Transactions* application is ready to use. To start the host application, you can use the start template set supplied with the product, which is described in section “Start templates for OSD” on page 162.

For productive operation, you should generate an application-specific start template in Web*Lab* using the WTBean `wtcStartOSD.wtc`.

6 Integrating a host application without editing

Web*Transactions* for OSD provides special templates for the dynamic conversion of 9750 formats at the Web browser interface. This allows you to adapt the Look & Feel of the host application so that it resembles normal operation on a real terminal or terminal emulation:

– `OSD.wmt/OSD_pocket.wmt`
  OSD-specific master templates for the general layout of the forms. These templates are used for the generation of the Automask template and the format-specific templates.

– `AutomaskOSD.htm`
  Conversion template for OSD host applications which is able to use a form to automatically convert all formats of an OSD application to an HTML page.

– `wtKeysOSD.htm`
  This template inserts the controls that represent the special keys of the 9750-Terminals. `wtKeysOSD.htm` is not only used during dynamic conversion. The format-specific templates generated using the capture process also use `wtKeysOSD.htm`.

– `wtBrowserFunctions.htm`
  This template is responsible for keyboard conversion at the browser so that users at the browser can edit the host application formats in just the same way as at an emulation or terminal.

With the exception of the master template, these conversion templates are generated automatically in the directory *basedir*`/config/forms` when the base directory is set up. Variants of the `AutomaskOSD.htm` template can also be created using Web*Lab* (see section “Creating variants of AutomaskOSD.htm (with WebLab)” on page 80).

Global modifications, e.g. to suit the corporate identity, can be carried out in the `AutomaskOSD.htm` template. These are then applied automatically to all formats of the host application. Global modifications, that you carry out in the master template, get effective, as soon as you generate templates using this master template (automask or individual templates). The master template is stored in the `weblab` directory of the Web*Lab* installation directory.

If application-specific changes are to be carried out in the master template, it makes sense to copy the master template from the Web*Lab* computer to the base directory of the Web*Transactions* server and make the changes there in order to ensure that the master template is a component of the base directory.

6.1 Master templates OSD.wmt and OSD_Pocket.wmt

Web*Transactions* uses master templates as a model for the generation of the Automask and the format-specific templates. They therefore ensure a consistent layout. Like any other template, master templates can contain fixed HTML areas and any WTML tags and WTScripts. However, in master templates you can also use special master template tags, known as MT tags, which are described in the Web*Transactions* manual "Template Language".

The use of master templates is especially effective in the case of host applications in which large numbers of formats possess a similar structure: e.g. a fixed subdivision into header, workspace and footer or in cases where you have generated only selected, format-specific templates and have converted the less frequent formats using the Automask template.

In such cases, you simply need to define the structure of the master template and assign this master template as a model on the generation both of the format-specific templates and the Automask template. All the generated templates will then have the required structure.

Web*Transactions* for OSD is supplied with the standard master templates `OSD.wmt` and `OSD_Pocket.wmt`. You can customize these templates to your particular needs or use them unchanged. The standard master templates already contain all the WTML tags and WTScripts that are the same for all the templates of the product variant in question. It can, for example, contain the check on whether a private system object exists.

Via the Web*Lab* graphic user interface, you can specify which master template is to be used for generation. You can define certain generation options (e.g. the generation method) both in the master template or directly in Web*Lab*. The settings in Web*Lab* override the corresponding settings in the master templates.

Using OSD.wmt or OSD_pocket.wmt

The `OSD_Pocket.wmt` master template has been developed specially for use with the Pocket Internet Explorer. You can use it to generate an Automask template (see section "AutomaskOSD.htm template" on page 80) and for format-specific templates (see section "Capturing with WebLab" on page 94).

`OSD_Pocket.wmt` has the following additional functions:

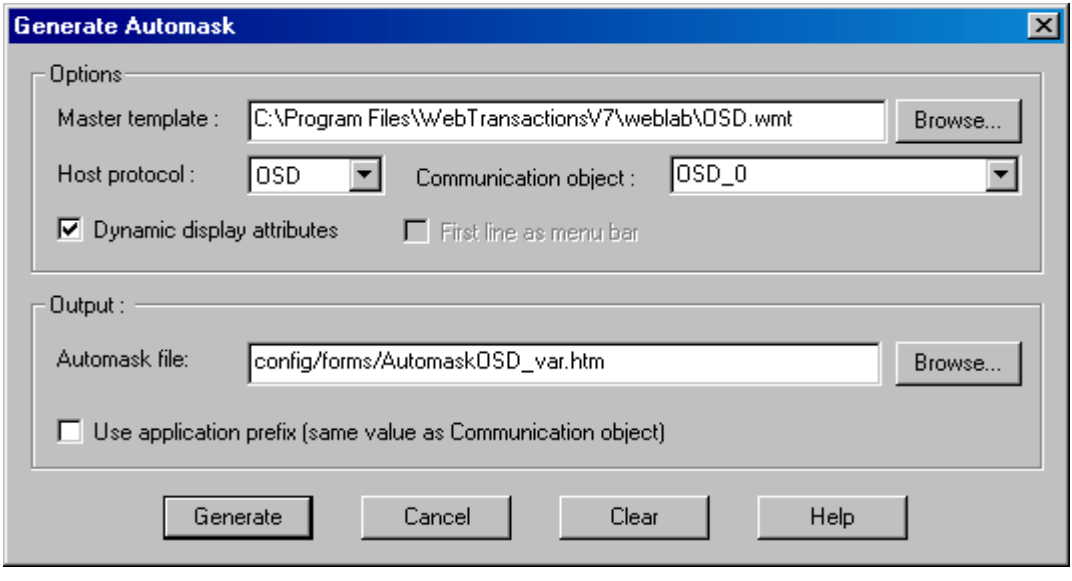
- It generates a frameset for the screen. It contains two frames, one for command inputting and another for the display.
- Only the field where the cursor is currently located can be invoked as the entry field.
- The lines on the screen are automatically made to fit the screen and are colored.
- Extra long outputs are automatically continued on the next page.
- The screen display can be edited during runtime:
  - To obtain a 01:01 representation, use the **Command**/**Screen** command.
  - To adapt the representation to the screen width, use the **Command**/**Compact** command. In this case, the parameters and the corresponding entry field are displayed on one line.

6.2 AutomaskOSD.htm template

The `AutomaskOSD.htm` template dynamically creates a representation of the last format received from the host with `receive`. It allows you to process any 9750 format without any pre-editing and is always used by Web*Transactions* if no format-specific template is present for the host format. It is possible to choose between different variants using the system object attribute `AUTOMASK`.

6.2.1 Creating variants of AutomaskOSD.htm (with Web*Lab*)

The `AutomaskOSD.htm` template is usually generated automatically when a base directory is created. However, Web*Lab* also allows you to generate variants with different options which provide optimum support for the various designs of your Web*Transactions* application. To do this, choose the command **Generate/Automask**. The **Generate Automask** dialog box is displayed on the screen.



The parameters that you can set in this dialog box control how the Automask template is generated. The parameters have the following meanings:

Master Template

Specifies the master template that is to be used for generation of the Automask template, see also section “Master templates OSD.wmt and OSD_Pocket.wmt” on page 78. A master template is always required. The supplied master template `OSD.wmt` is used by default.

Host Protocol

Specifies the protocol via which the host application communicates with the Web*Transactions* host adapter.

Communication Object

Specifies the name of the current communication object. The name of the communication object is primarily of importance when you want to integrate more than one host application with Web*Transactions*. The name must correspond to the name in the start template.
Default: *OSD_0*.

Dynamic Display Attributes

All field attributes are supported and read from the host object at runtime.

First line as menu bar

Specifies whether the generated WTML template supports the first line of the format as the menu bar. If you activate this field, all text fields in the first screen line of the host application will be generated as buttons. The option is not relevant for Web*Transactions* for OSD.

Automask file

Specifies the directory and the name for the generated template.
Default path:
basedir`/config/forms/AutomaskOSD.htm`.

If you save the Automask in another directory under `config`, you can implement style and language variants. See the Web*Transactions* manual “Concepts and Functions”.

Application Prefix

If you want to integrate multiple host applications which may possibly possess identical format names, then Web*Lab* can insert a prefix for the FLD file or template in front of the actual file name. The file name then consists of:
commobj@formatname`.fld` or *commobj@formatname*`.htm`

6.2.2 Structure of AutomaskOSD.htm

Below you can see the Automask template generated using the master template `OSD.wmt` (see section “Master templates OSD.wmt and OSD_Pocket.wmt” on page 78).

The comments are the expansion of the statement `%%GenerationInfo%`.

```
<html>
<wtrem>*****************************************************************************</wtrem>
<wtrem>** WTML document: AutomaskOSD                                              **</wtrem>
<wtrem>*****************************************************************************</wtrem>
<wtrem>**                                                                         **</wtrem>
<wtrem>** Document generation based on Master Template :                          **</wtrem>
<wtrem>**  C:\Programme\WebTransactionsV7\weblab\OSD.wmt                          **</wtrem>
<wtrem>**                                                                         **</wtrem>
<wtrem>** Generated at Tue Jan 04 13:54:57 2005                                  **</wtrem>
<wtrem>**                                                                         **</wtrem>
<wtrem>** Options used by the generator :                                        **</wtrem>
<wtrem>**   -  %OPTIONS:                                                         **</wtrem>
<wtrem>**      CommObj = OSD_0                                                    **</wtrem>
<wtrem>**      NationalVariant = International - PartialFormatMode = No           **</wtrem>
<wtrem>**   -  %OPTIONS:                                                         **</wtrem>
<wtrem>**      self defined Tag = taggedInputCrossCall                            **</wtrem>
<wtrem>**   -  %OPTIONS:                                                         **</wtrem>
<wtrem>**      self defined Tag = taggedInputCrossCall                            **</wtrem>
<wtrem>**   -  %OPTIONS:                                                         **</wtrem>
<wtrem>**      self defined Tag = taggedOutputCrossCall                           **</wtrem>
<wtrem>**   -  %OPTIONS:                                                         **</wtrem>
<wtrem>**      self defined Tag = taggedOutputCrossCall                           **</wtrem>
<wtrem>**   -  %LINES:                                                           **</wtrem>
<wtrem>**      TaggedInput = Enabled - TaggedOutput = Enabled                     **</wtrem>
<wtrem>**      DisplayAttributes = Dynamic - CursorInProtectedField = Yes         **</wtrem>
<wtrem>**   -  %RECEIVES:                                                        **</wtrem>
<wtrem>**      Parameters not specified                                           **</wtrem>
<wtrem>*****************************************************************************</wtrem>
<wtrem>** WebTransactions V7.0         Fujitsu Siemens Computers GmbH, 2005 **</wtrem>
<wtrem>*****************************************************************************</wtrem>
```

References to the communication object and the associated specific system object attribute are created to ensure uniform access to the connection parameters and host objects.

```
<wtoncreatescript>
<!--
  //{{WebLab(assignCommunicationObject)
  OSD_0  = WT_HOST.active || WT_HOST.OSD_0;
  if (OSD_0.WT_SYSTEM != null)
    OSD_0_system = OSD_0.WT_SYSTEM;   // communication specific system object
  else
    OSD_0_system = WT_SYSTEM;        // global  system object
```

```
  //}}
  // propagate communication object to included WTML documents //////////////
  wtCurrentComm = OSD_0;
  wtCurrentComm_system = OSD_0_system;
```

The input mode (insert or overwrite) is set according to the specification in `EDIT_MODE`.

```
if ( wtCurrentComm_system.EDIT_MODE )
{
    if ( typeof wtCurrentComm_system.isOverwrite == 'undefined' &&
wtCurrentComm_system.EDIT_MODE.match(/OVERWRITE/) )
      wtCurrentComm_system.isOverwrite = true;
    else if (wtCurrentComm_system.EDIT_MODE == 'OVERWRITE')
      wtCurrentComm_system.isOverwrite = true;
    else if (wtCurrentComm_system.EDIT_MODE == 'INSERT')
      wtCurrentComm_system.isOverwrite = false;
  } else
    wtCurrentComm_system.isOverwrite = false;
//-->
</wtoncreatescript>
```

If there is a PROLOG template this will be executed.

```
<wtif (OSD_0_system.PROLOG)>
<wtinclude Name="##OSD_0_system.PROLOG#">
</wtif>
```

After the mandatory establishment of the HTML framework there is the `Style` tag which sets the general display characteristics in the browser. Use the `WT_BROWSER.charSize` attribute to set the character size (see section "Font size in the attribute WT_BROWSER.charSize" on page 152).

```
<head>
<title>WebTransactions V7.0 - application ##OSD_0_system.SYM_DEST# on
##OSD_0_system.HOST_NAME#</title>
##WT_SYSTEM.CGI.HTTP_USER_AGENT.indexOf( 'MSIE' ) >= 0 ?
 '<meta http-equiv="Pragma" content="no-cache"/>' :
 '<meta http-equiv="Cache-Control" content="no-cache"/>'#
<wtif (WT_BROWSER.acceptClass)>
  <style type="text/css">
    input {
      font-size:    ##WT_BROWSER.charSize#px;
      font-family:  courier new, monospace;
    }
    input.box {
      border:       0 solid;
      padding:      1px 0 1px 0;
      margin-left:  -1px;
      margin-top:   ##WT_BROWSER.marginTop#px;
      font-size:    ##WT_BROWSER.charSize#px;
```

```
      font-family:  courier new, monospace;
      color:        #000000;
      background-color: #FFFFFF;
    }
    input.button {
      font-size:    ##WT_BROWSER.charSize#px;
      font-family:  courier new, monospace;
      border-width: 1pt;
      margin-left:  -1pt;
    }
    select {
      font-size:    ##WT_BROWSER.charSize#px;
      font-family:  courier new, monospace;
    }
    pre {
      font-size:    ##WT_BROWSER.charSize#px;
      font-family:  courier new, monospace;
      margin:       0;
    }
  </style>
</wtif>
</head>
```

After this a form (<form>) is opened which enables dialog with the user at the browser. To operate the dialog, <wtInclude> is used to call the templates wtKeysOSD.htm and wtBrowserFunctions.htm in order to support the best 01:01 representation. The controls of these template thus become part of the form.

```
<body bgcolor="#COCOCO">
<form WebTransactions  name="Automask">
  <table frame="border" rules="all">
    <tr>
      <td>
        <wtinclude name="wtBrowserFunctions">
        <wtinclude name="wtKeysOSD">
        <wtif (OSD_0_system.FORMTPL)>
          <wtinclude Name="##OSD_0_system.FORMTPL#">
        </wtif>
      </td>
    </tr>
```

This wtOnCreate script defines the display attributes for the host objects. Here, the `taggedOutput()` function is used to edit the output fields, and the `taggedInput()` function is used to edit the input fields.

```
<tr>
    <td>
        <wtoncreatescript>
        <!--
          function taggedInput( hostObject )           {


            currentLength = hostObject.Length;
            input = '<input type=' + (hostObject.Visible == 'No' ? '"password"' :
'"text"' );
            if ( WT_BROWSER.is_ie || WT_BROWSER.is_ns61up)
            {
              input += ' class="box" style="width:' + (currentLength *
WT_BROWSER.charWidth + 1) +  'px';
              input += (hostObject.Blinking  == 'Yes' ? '; background-color:#FFC0C0' :
'');
              input += (hostObject.Underline == 'Yes' ? ( hostObject.Intensity ==
'Reduced' ? '; color:#A0A0FF' : '; color:#0000A0' ) :
                                                          ( hostObject.Intensity ==
'Reduced' ? '; color:#A0A0A0' : '' )) + '"';
            }
            input += ' name="' + hostObject.Name + '" size="' + currentLength
                               + '" maxlength="' + currentLength
                               + '" value="' + hostObject.Value;
            if (WT_BROWSER.acceptInputAttributes)
              input +=           (hostObject.Input == 'Numeric'?'" numeric="1":'')
                               + (hostObject.Markable == 'Yes'?'" markable="1":'')
                               + (hostObject.Type == 'Protected'?'"
wtprotected="1":'');
            input +=             '"/>';
            document.write( input );
          }


          function taggedOutput( hostObject )          {

output = hostObject.HTMLValue;
            if ( hostObject.Visible == 'Yes' )
            {
              if ( hostObject.Inverse == 'Yes' )
              {
                if ( hostObject.Color=='#000000' )
                  output = '<font color="#FFFFFE" style=\"background-color:#000001\">'
+ output + '</font>';
                else
                  output = '<font color="#000000" style=\"background-color:' +
hostObject.Color + '\">' + output + '</font>';
              }
```

```
              else if (hostObject.Color !=
OSD_0.WT_Color.Default)
                output = '<font color=\"' + hostObject.Color + '\">' + output +
'</font>';
              if (hostObject.Intensity == 'Normal')
                output = '<b>' + output + '</b>';
              if (hostObject.Blinking == 'Yes')
                output = '<i>' + output + '</i>';
              if (hostObject.Underline == 'Yes')
                output = '<u>' + output + '</u>';
              document.write( output );
            }
            else
            {
          document.write( "
".substr(0,hostObject.Length));
            }
          }
        //-->
        </wtoncreatescript>
        <!-- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -->
        <!-- begin of host screen section                                                                    -->
        <!-- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -->
<div style="color:##OSD_0.WT_Color.Default = "\#000000"#"><pre>\
```

A key functionality of `AutomaskOSD.htm` consists in a loop which represents each format component as an HTML element. To this end, the host adapter provides the host objects `$FIRST` and `$NEXT`. With Web*Lab*, the code of the `AutomaskOSD` template can be influenced by the options selected at generation as well as by the master template. You can determine, for example, whether attributes such as `Blinking` are to be represented.

```
<wtoncreatescript>
<!--
  if ( typeof wtInputFields == 'undefined' )
    wtInputFields = new Object;
  currentLine   = 1;
  document.write('<span class="screenline" id="SL1">');
  for (element = OSD_0.$FIRST.Name; OSD_0 && element != '$END'; element =
OSD_0.$NEXT.Name)
  {
    currentHostObject = OSD_0[element];
    if ( currentHostObject.StartLine != currentLine )
    {
      document.write  ('</span>
<span class="screenline" id="SL',++currentLine,'">');
    }
    if ( currentHostObject.Type == 'Protected' && currentHostObject.Markable == 'No' )
    {
      taggedOutput( currentHostObject );
    }
    else
```

```
    {
      wtInputFields[ element ] = currentHostObject;
      taggedInput( currentHostObject );
    }
  }
  document.write('</span>');
//-->
</wtoncreatescript>
</pre></div>
        <!-- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  -->
        <!-- end of host screen section                                                                      -->
        <!-- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -  -->
      </td>
    </tr>
  </table>
```

A loop is used across the input fields for all the browsers which ignore the `maxlength` attribute in the `<input>` tag. The loop adds the client-side attribute `maxLength` to the appropriate DOM object as this is not available automatically. For all browsers which do not accept attributes in the `<input>` tag, the attribute `markable` is set, provided that the corresponding host object is markable.

```
 <script type="text/javascript">
<!--
  <wtoncreatescript>
  <!--
    for( element in wtInputFields )
    {
      if (!WT_BROWSER.acceptMaxLength)
        document.writeln('wtSetMaxLength(\'', element, '\',', wtInputFields[ element
].Length, ' );' );
      if (!WT_BROWSER.acceptInputAttributes)
      {
        if (wtInputFields[ element ].Input == 'Numeric')
          document.writeln('wtSetInputAttribute("numeric", "', element, '");');
        if (wtInputFields[ element ].Markable == 'Yes')
        {
          document.writeln('wtSetInputAttribute("markable", "', element, '");');
          if (wtInputFields[ element ].Type == 'Protected')
            document.writeln('wtSetInputAttribute("wtprotected", "', element, '");');
        }
      }
    }
  //-->
  </wtoncreatescript>
  //-->
  </script>
</form>
```

Following the loop involving all the fields, the focus in the web browser window is then set to the field in whose corresponding screen the cursor was positioned (provided the field is an input field).

```
<wtrem** initial focus selection ***************************************>
<script type="text/javascript">
<!--
  wtSetFocus('##OSD_0.WT_FOCUS.Field#');
//-->
</script>
<wtrem** Script executed after post of HTML page ***************************>
```

Finally, in an OnReceive script there is one call each to `send and receive` in order to synchronize the Web*Transactions* dialog cycles and the host dialog steps. The `setNextPage()` function determines the next template that is to be processed.

```
<wtonreceivescript>
<!--
  if( OSD_0[WT_POSTED.wt_cursor] )
  {
    if(WT_POSTED.wt_cursorOffset && WT_POSTED.wt_cursorOffset*1>0)
    {
      wtCursorField = OSD_0[WT_POSTED.wt_cursor];
      OSD_0.WT_FOCUS.Field =
'E_'+wtCursorField.STARTLINE+'_'+(wtCursorField.STARTCOLUMN*1+WT_POSTED.wt_cursorOffset
*1)+'_1';
    }
    else
      OSD_0.WT_FOCUS.Field = WT_POSTED.wt_cursor;
  }
  if (OSD_0_system.EDIT_MODE &&OSD_0_system.EDIT_MODE.match(/USER/))
    OSD_0_system.isOverwrite = (WT_POSTED.wt_isOverwrite=='1');
  //{{WebLab(processPostedData)
  for ( element in wtInputFields )
  {
    currentHostObject = wtInputFields[element];
    if ( currentHostObject.Type == 'Unprotected' )
      currentHostObject.Value = WT_POSTED[element];
  }

  wtMarkedFields = WT_POSTED.wt_markedFields.split(',');
  for( i=1; i<wtMarkedFields.length; i++)
    OSD_0[wtMarkedFields[i]].Modified = 'Yes';
  //}}
  //{{WebLab(processHostCommunication)
  if ( WT_POSTED.wt_special_key == 'Suspend' || OSD_0_system.SUSPEND )
  {
    OSD_0_system.SUSPEND = false;
  }
else
  {
```

```
    try {
      OSD_0.send();
      OSD_0.receive();
      if( OSD_0_system.CAPTURED_FLD == "Yes" && OSD_0_system.APPLICATION_PREFIX )
        setNextPage( OSD_0_system.APPLICATION_PREFIX + '@' + OSD_0_system.FLD );
      else
        setNextPage( OSD_0_system.FLD );
      WT_SYSTEM.CHARSET = OSD_0_system.HOST_CHARSET;
    }
    catch (e) {
      if ( OSD_0.$CONNECTION.ALIVE == 'No' )
        if ( OSD_0_system.DISCONNECT )
          setNextPage(OSD_0_system.DISCONNECT);
        else
          setNextPage('wtstart');
      else if ( WT_SYSTEM.COMMUNICATION_ERROR_FORMAT )
        setNextPage( WT_SYSTEM.COMMUNICATION_ERROR_FORMAT );
    }
  }
  //}}
//-->
</wtonreceivescript>
</body>
<wtif (OSD_0_system.EPILOG)>
  <wtinclude Name="##OSD_0_system.EPILOG#">
</wtif>
</html>
```

6.3 wtKeysOSD.htm template

A real terminal has special keys with associated functions that can be reproduced almost fully in a terminal emulation (e.g. by assigning substitute keys).

The `wtKeysOSD.htm` template therefore provides controls for the OSD-specific standard keys. The functions of frequently used keys such as Enter are represented by Submit buttons, while all the other functions are represented by pick lists. In addition, `wtKeysOSD.htm` contains some buttons that do not correspond to any terminal key (`DISCONNECT`, `REFRESH`, `SUSPEND` and `Print`).

The individual controls are described in the table on page 142.

`wtKeysOSD.htm` includes the file `wtKeysOSD.js` which contains the mapping of the special keys for Web*Transactions*. In this file you can adapt the key mapping to your needs and also extend it. A complete description of this procedure is given in section “Mapping keys in wtKeysOSD.js” on page 143).

The `OSD.wmt` master template contains a call (`<wtInclude>`) to `wtKeysOSD.htm`. All other templates created using this master template (whether with Automask or the capture procedure) will thus also contain this call.

When you select a key function by clicking your mouse or by selecting a list item, the browser sends the form data to Web*Transactions*. To do this, `wtKeysOSD.htm` creates an invisible input field with the parameters `<input type="hidden"` and `name="wt_special_key" ...>`. The function selected is stored in this field and transferred together with the visible field to Web*Transactions*. Here, the desired function in executed by the terminal emulation integrated in the host adapter using `send` and `receive`. Whether or not there is any communication depends on the key function selected. In some cases (e.g. `REFRESH`), the host communication is suppressed.

To implement the keys functions, the host adapter uses the host object `WT_KEY` (see the table on page 142). All functions provided by `wtKeysOSD.htm` and `wtKeysOSD.js` are mapped to a corresponding value in `WT_KEY.Key` (in a OnReceive script). The value of `WT_KEY.Key` controls the behavior of the `send` and `receive calls`.

6.4 wtBrowserFunctions.htm template

A real terminal can also be controlled via the keyboard. This behavior can be largely reproduced in a terminal emulation.

The `wtBrowserFunctions.htm` template uses Javascripts to provide you with keyboard support in the browser. Different browser versions also support different functions.

The `OSD.wmt` master template contains a call for `wtBrowserFunctions.htm`. All other templates created using this master template (whether with Automask or the capture procedure) will thus also contain this call.
`wtBrowserFunctions.htm` also uses the `<input>` tags created by `wtKeysOSD.htm`.

When you activate a browser function from the keyboard, the browser sends the form data to Web*Transactions*. Here, the desired function in executed by the terminal emulation integrated in the host adapter using `send` and `receive`.

In section “Terminal functions supported” on page 138 there is a list showing the functions supported by each browser.

6.5 wtPKEYS.htm template

A 9750 terminal also provides you with programmable keys (P keys) which you can customize with the functions of your choice.

The template `wtPKEYS.htm` provides an easy method for making the P keys available on the browser. The template is a model only and you can edit or extend it to suit your own particular needs. For a description of the procedure, see section “P key support” on page 154.

`wtPKEYS.htm` includes the template `wtPkeyValues.htm` which contains a table for the mapping of special keys as buttons. It also includes the definition of the `WT_PKEYS` class used in the `wtPkeyFunctions.htm` template. The `WT_PKEYS` class provides you with the methods to be used for administering the P keys.

To display the `wtPKEYS.htm` template, go to the host application screen, go to the `pkeys` picklist and select the command `P`. `wtPKEYS.htm` will then be called in place of the current template with the `setNextPage()` function.

7 Editing templates

Once you have connected your host application to the Web, the way the formats are displayed at a browser corresponds to that of a terminal (1:1 conversion). In many cases, this conversion, which is performed by the Automask template, is sufficient and requires no further design steps.

However, if you want to make use of the many and varied user interface design possibilities available for Web applications and prepare the host application's different dialog steps yourself, then it is no longer enough simply to use the Automask template. Postprocessing can then be performed using so-called format-specific templates.

You can generate these format-specific templates using the Web*Lab* capture process and then adapt them to meet your specific requirements. This chapter describes how you prepare individual browser displays for specific formats.

Here, we can differentiate between the following steps:

1. First you use Web*Lab* to set up a Web*Transactions* session and then open a host connection.
2. Next you use the capture function in Web*Lab* to identify the host formats that you intend to prepare separately (see section "Capturing with WebLab" on page 94).
3. Once you have prepared a format-specific template for a host format which you want to customize, you can edit it as you wish in Web*Lab*, see the Web*Transactions* manual "Concepts and Functions".

7.1 Capturing with Web*Lab*

Once you have opened a connection to the host application with Web*Lab* you can use the interactive capture function to create recognition criteria for the individual host format that are administered in the capture database.

At runtime, Web*Transactions* recognizes the formats on the basis of the recognition criteria which are administered in a special database, the capture database. Web*Transactions* requires the capture database during the deployment phase in order to assign the appropriate format-specific templates to the received host formats. Every entry in this database links one or more recognition criteria to a format. Whenever a `Receive` statement is concluded in a template, Web*Transactions* works through the capture database sequentially, in order to determine whether there is a criterion corresponding to the received format. If a hit is found, then the format name is written to the `FLD` attribute of the private system object. Otherwise the value from the `AUTOMASK` attribute is used.

The `setNextPage` statement in a template specifies which template is to be executed next after a `Receive` statement. This can be, for example, the template that is determined via the recognition criteria in the `FLD` attribute. See the section on the dialog cycle in the Web*Transactions* manual “Concepts and Functions”.

You create the capture database by defining recognition criteria for the individual formats by means of the capture procedure. You can either define the criteria individually for each format or define them jointly by means of a format description source.

7.1.1 Recording recognition criteria individually

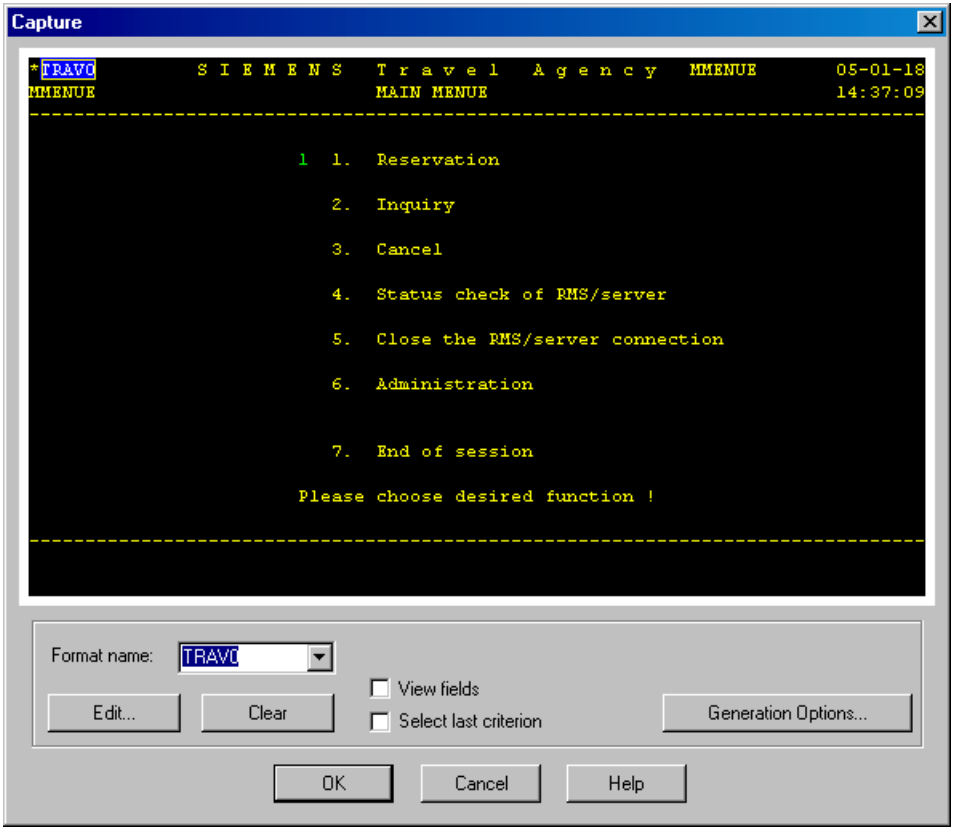
When you perform capture in this way, you specify the recognition criteria individually for each format.

Procedure

- Check to see whether the correct path name is entered in the start template for the system object attribute `CAPTURE_FILE`.

  In the start template `wtstartOSD.htm` the path name `config/capture.sdb` is entered as the default in the **CAPTURE_FILE** parameter. The capture database that is specified in the start template will be created on the first access.
- Make the appropriate entries in the host application to navigate to the format for which you want to create a recognition criterion.
- Select the **Generate/Capture/from current screen** command to open the **Capture** dialog box with the current format.

If the attribute CAPTURE_FILE was not set when the session was started, the dialog box **Specify capture database** will be opened on screen. You can then select a existing database or specify a new one.



- Here you can select the areas that uniquely identify the format. Select one or more rectangles by dragging the mouse with the default button held down.
- Enter a name for the recognition criterium in the **Format Name** field. You can also select a name from the list if you have already recorded the format and now, for example, want to edit its identifying characteristics.
- If you choose the **Select last criterion** option then the last identifying characteristic to be used is set by default.
- Next, open the dialog box **Capture: Options for FLD and Template Generation** with the **Generation Options** button. In this dialog box you specify the generation options. In most cases the default values are sufficient.

- Enter the required generation options and click **OK** to confirm. The preset values are used for input fields in which you make no entry.
- Click on **OK** to close the **Capture** dialog box. Web*Lab* then generates an FLD file and an HTML template for this format:
  - FLD files are special description files. Web*Transactions* requires them at runtime if you use descriptive IFG names, see also section “Using descriptive names” on page 109. Otherwise, FLD files are used by Web*Lab*, the Web*Transactions* development environment, to implement the “graphical host object selection” function. In order for Web*Transactions* to be able to access these files at runtime, they must be stored under *basedir*`/config`.
  - HTML templates are interpreted by Web*Transactions* at runtime and determine the user interface displayed at the browser.

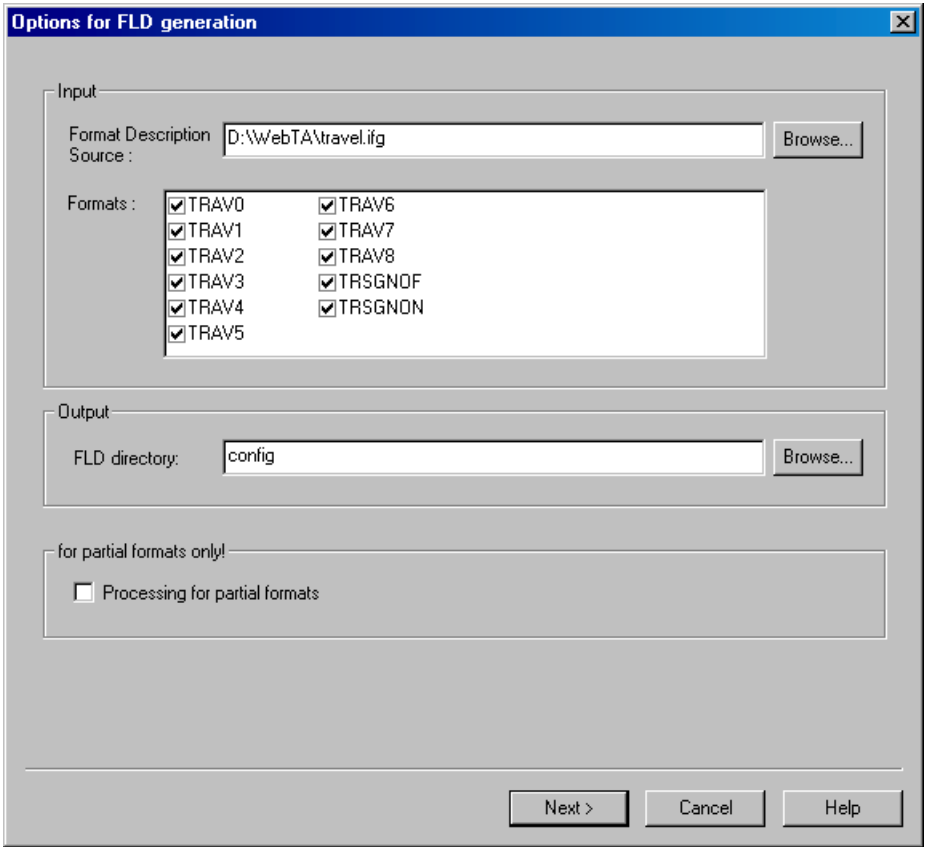
7.1.2 Recording recognition criteria jointly

When you perform capture in this way, you jointly define the recognition criteria for all the formats required in a host application. For this to be possible, you must possess a format description source with the necessary formats. You generate the format description source using the program `IFG2FLD`. For more information, refer to section “Using descriptive names” on page 109.

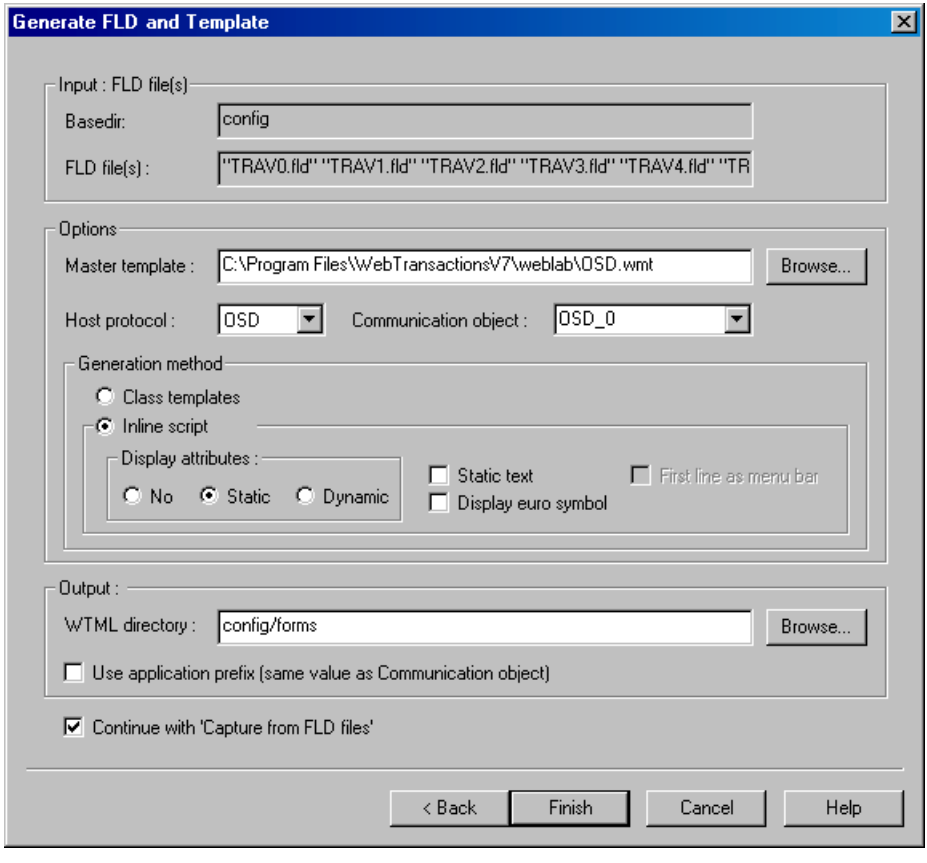
Procedure

- Use the command **File/Connect** to open a connection to the base directory.
- First choose the **Generate/Templates/from IFG library** command in order to generate FLD files and templates from the format description source.

  The **Options for FLD generation** dialog box is displayed on screen.



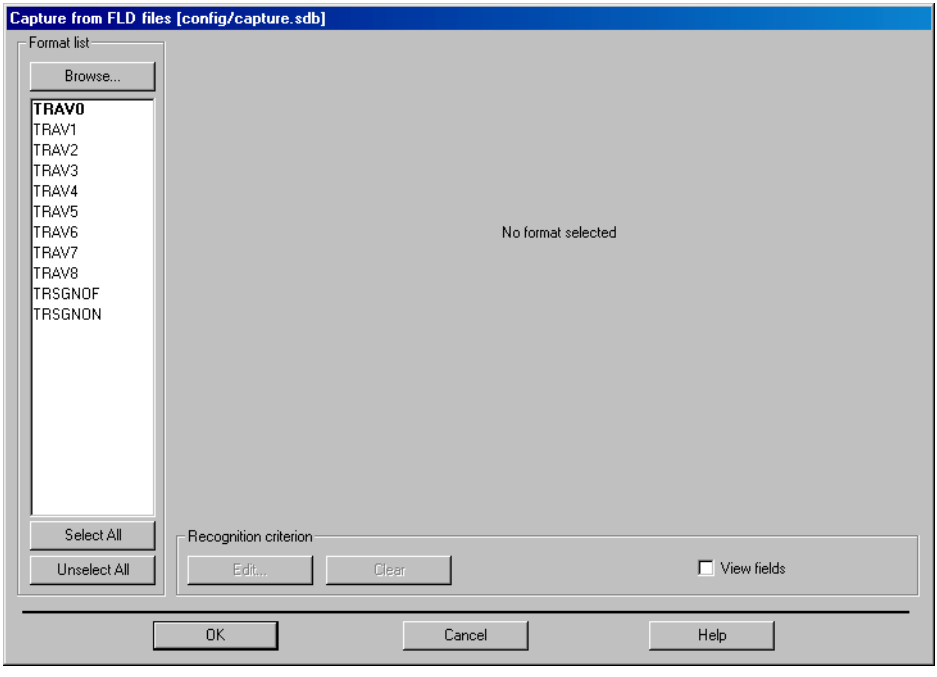
- In the **Input** group, you enter the format description source. The formats described there are displayed in the **Formats** list.
- In the **Output** group, you then select the directory to which the generated FLD files are to be written.
- Confirm with **Next**. The **Generate FLD and Template** dialog box is displayed.



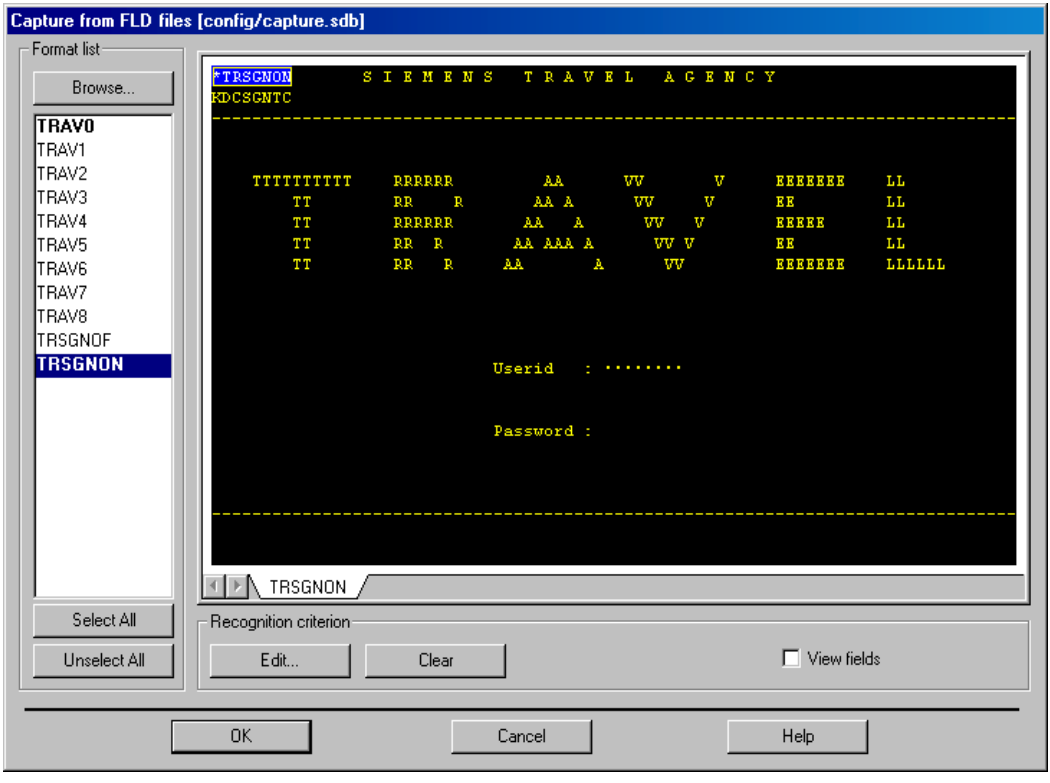
- In the **Output** group, enter the directory to which the generated templates are to be written.
- Check the **Continue with 'Capture from FLD files'** box to perform joint recognition criteria capture.
- Click **Finish** to confirm. In the next dialog box, you specify the capture database in which the recognition criteria are to be saved. The FLD files and templates are then generated.

If, in the past, you have already generated FLD files and templates from a format description source then you can skip these steps and start recording the recognition criteria directly using the **Generate/Capture/from FLD file** command.

The **Capture from FLD files** dialog box is displayed.



► In **Format list**, select the first format for which you want to define recognition criteria. The format is displayed in the right of the dialog box.

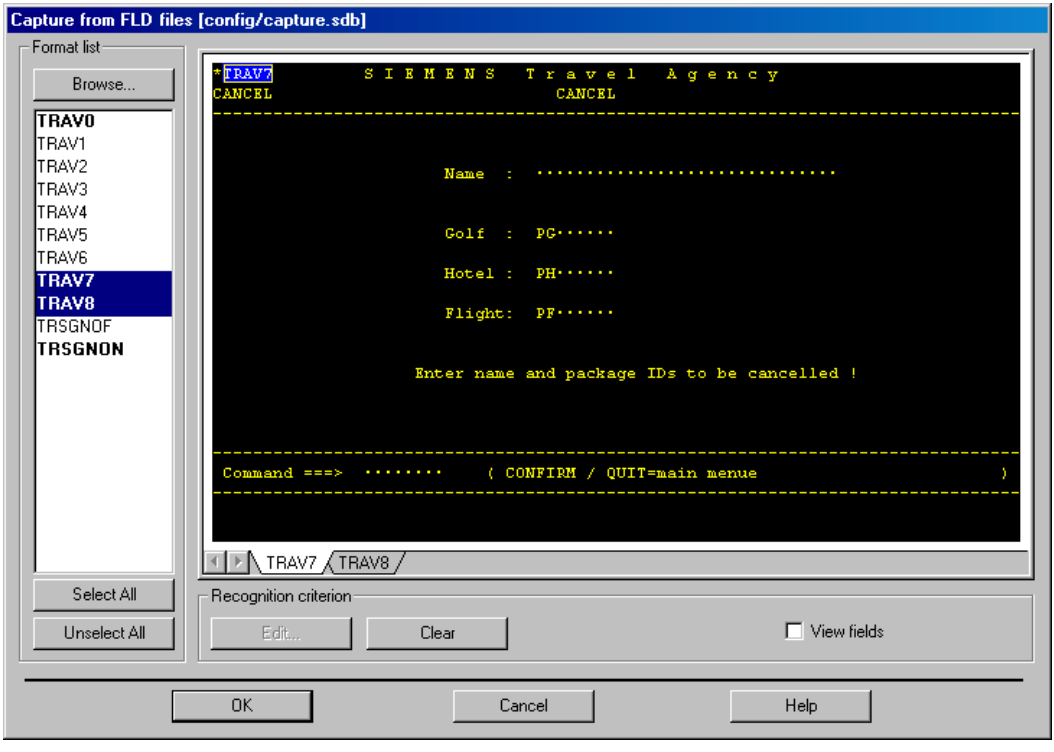


► In the displayed format, select the areas which uniquely identify the format. You can select one or more rectangles by holding down the usual mouse button while dragging the mouse.

When you have selected one or more recognition criteria for a format, these are entered in the capture database and the format name is displayed in bold in the **Format list**. Unlike the process for recording individual recognition criteria, you cannot freely specify the format names.

You can also record the recognition criteria for multiple formats simultaneously.

► To do this, use SHIFT and the right mouse button to select the formats for which you want to record recognition criteria in the **Format list** of the **Capture from FLD files**. The first of the selected formats is displayed in the dialog box. The other selected formats are available for processing in the tabs below this.



When you do this, all the selected formats are automatically assigned the same recognition criteria as the first format. To check this, you can open the individual formats via the tabs.

7.1.3 Editing recognition criteria

You can edit the individual recognition criteria during the capture process. To do this, click on the **Edit** button in the **Capture** or **Capture from FLD files** dialog box. The **Edit Capture** dialog box is displayed on the screen.

This dialog box presents all the recognition criteria that you have selected for the current host format, together with their locations and sizes. The **Delete** button allows you to remove individual recognition criteria again.

You can use the options **Characters** and **Attributes** to determine whether the contents of the selected area and/or its representation are to be used for the recognition of the associated format.

7.1.4 Editing the capture database

You do not need a connection to the host application in order to edit the capture database.

You edit the capture database in Web*Lab* in the **Capture Management** dialog box. This dialog box is opened using the command **Generate/Capture Management**.

The dialog box shows you in tabular form the formats for which recognition criteria already exist in the capture database.

The **Capture Management** dialog box lists the formats in the sequence in which they were entered in the capture database. When capturing, new formats are added at the end. At runtime, the capture database is searched through sequentially. For this reason, you can change the sequence of the formats, for example in order to move frequently used formats closer to the start and thus reduce the search time or to ensure that if similar formats exist it is the more precisely specified of them that has priority for recognition.

7.2 Individual templates for pop-up boxes

Host formats can contain pop-up boxes.

If you are working exclusively with the `AutomaskOSD.htm` conversion template, you need not make any special arrangements for pop-up boxes, as they are displayed by the `Automask` mechanism in the form of semi-graphics within the application format.

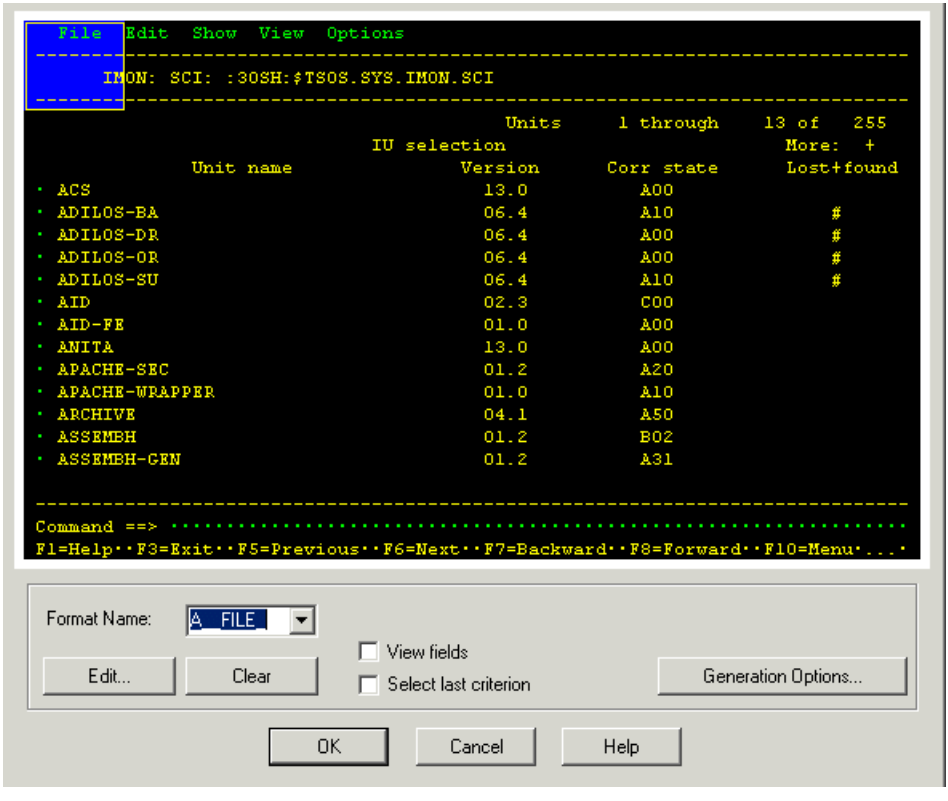
For individually adapted templates, Web*Transactions* provides system object attributes for pop-up handling. If the `USE_POPUP_RECOGNITION` attribute is set to "`Yes`" at runtime, these pop-ups are automatically recognized and sent to the Web browser in the form of distinct pages. If characters other than the defaults are used for pop-up recognition, you must use the system object attributes to set these characters for pop-up display, see also section "System object attributes" on page 113.

Before describing the Web*Transactions* pop-up functionality in section "Generating templates for pop-ups" on page 105, we must first examine the problems that may arise in the identification of individual templates without special pop-up handling.

7.2.1 Without special pop-up handling: identification problems

The Web*Lab* capture process is used to define certain format areas as recognition criteria. The way these areas are selected may have an effect on the correct functioning of format recognition. This can be illustrated by means of an example:

An area is defined as a recognition criterium for the format (without pop-up box) of a dialog application:



However, if a pop-up which overlays the recognition criterium is displayed, then Web*Transactions* does not recognize the format at runtime since part of the criterium is not present in the format (because it is hidden by the pop-up). In such a case, Web*Transactions* would not display the entire format by using a corresponding format-specific template but would instead use the conversion template `AutomaskOSD.htm`.

If you select the recognition criterium in a way it is not overlayed, Web*Transactions* can recognize the format, both with and without a pop-up. At runtime, Web*Transactions* would use the same format-specific WTML template in both cases, which results in the following problems:

If the pop-up was not displayed during the Capture function, it is not contained in the generated template and does not appear in the browser.

If the pop-up was displayed during the Capture function, it is contained in the generated template and always appears in the browser irrespective of whether or not it is present in the actual format.

7.2.2 Generating templates for pop-ups

To avoid the problems outlined in the last section, Web*Transactions* allows you to create separate format-specific templates for pop-up boxes.

Requirement

To use this function, you must first set the `USE_POPUP_RECOGNITION` attribute of the communication-specific system object to `YES`.

If you create your own start template for the host application using the WTBean `wtcStartOSD` (see section “WTBean wtcStartOSD.wtc for the generation of a Start template” on page 167), you can set this attribute directly in the start template:

- In the **Add:wtcStartOSD** dialog, choose the **Further Options** tab.
- Under **Popup recognition**, click the entry **Popup recognition/enable**.
- Click on **Popup recognition/enable** to change the value of the entry from **No** to **Yes**.

If you are already within a session you started with Web*Lab*, you can also create the attribute for this session dynamically in Web*Lab*:

- Select the system object `OSD_0_system` in the Web*Lab* object tree and open the context menu.
- Choose the **New Variable** command in the context menu.
- Give the new system object attribute the **Name** `USE_POPUP_RECOGNITION`, select the **Type** `string` and enter the **Value** `Yes`.

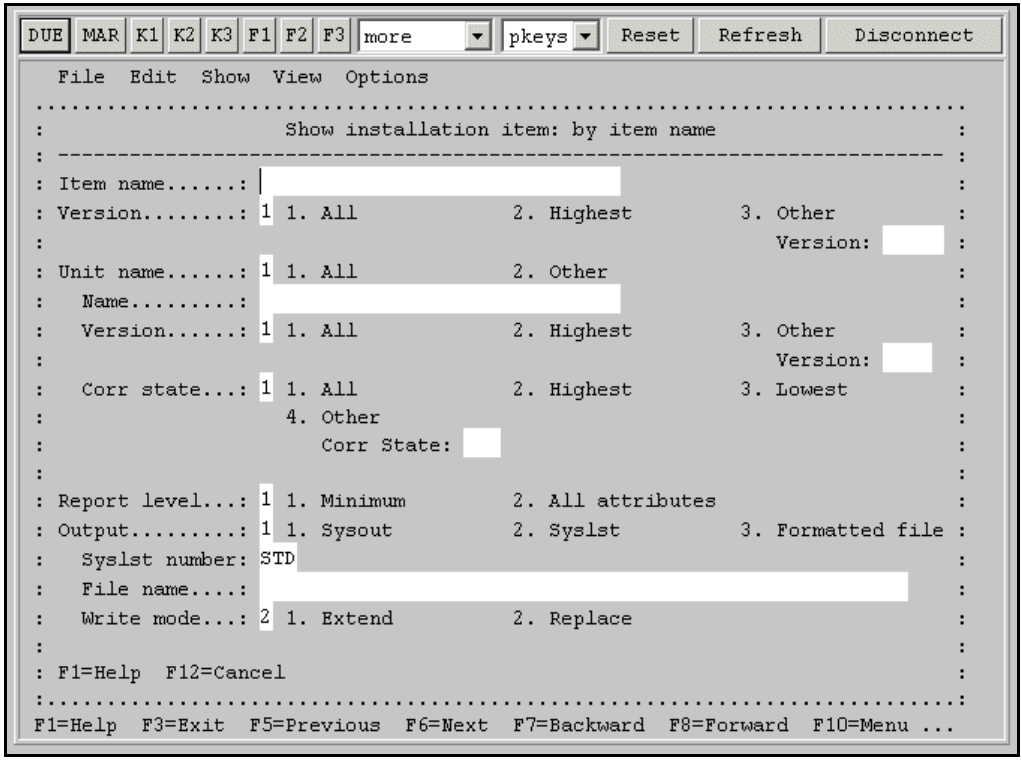
Note that the attribute in this case is only defined for the current session. It has to be set again in the start template before the next startup.

If the host application does not use the preset values for displaying the pop-up frames you must also set the other system object attributes for pop-up recognition, see also section “System object attributes” on page 113. These system object attributes are also required at runtime.

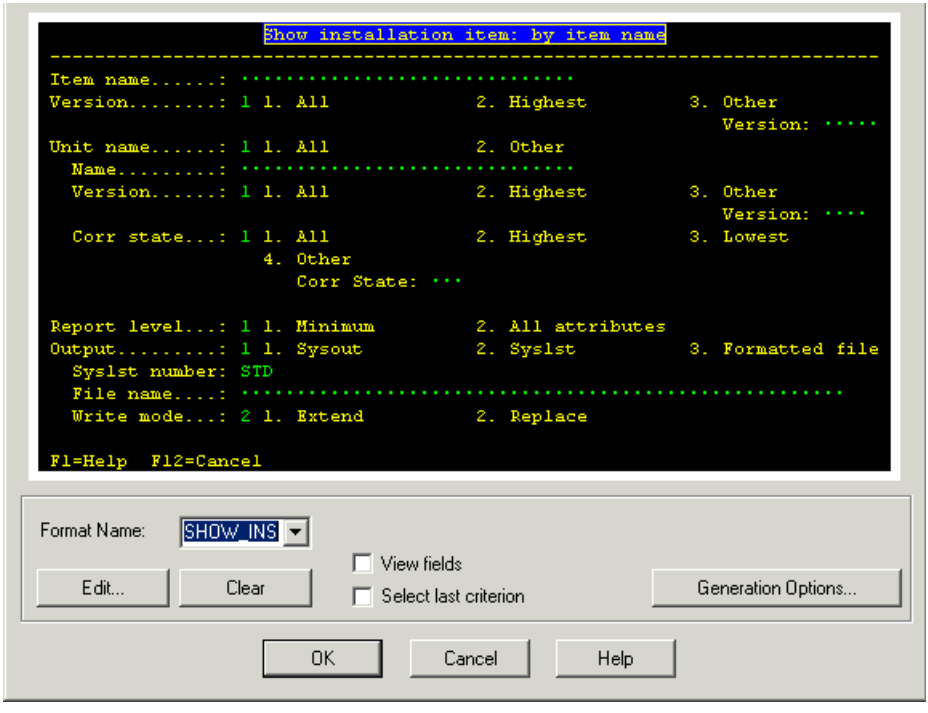
Procedure

Proceed as follows to record the pop-ups with the capture procedure:

- In the host application, navigate to the format with the pop-up boxes.



► Choose the **Generate/Capture/from current screen** command to record the pop-up box using the capture function. The **Capture** dialog box is displayed on the screen with the pop-up box. Note the difference between the contents of the entire screen and the contents of the area recognized as the popup box.

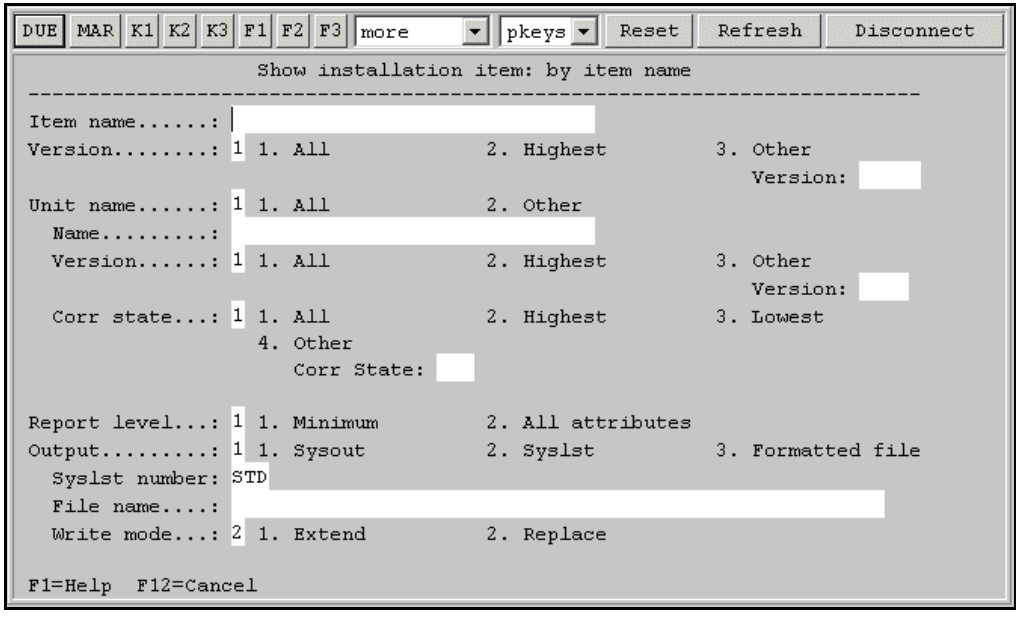


► Enter a name for the pop-up box and specify the generation options for the template and FLD file in the dialog box **Capture: Options for FLD and Template Generation**.

Pop-up recognition at runtime

At Web*Transactions* runtime, pop-up recognition is performed as follows:

- If a pop-up is recognized in a host format, Web*Transactions* searches the capture database (`config/`*application*`.sdb`) for a pop-up with the corresponding recognition criterium. If an appropriate pop-up is found, Web*Transactions* uses the identified pop-up template The pop-up is now displayed alone in the browser without the host format behind it. Below, you can see this procedure on the basis of pop-ups converted using a format-specific template:



- Recognition of formats with the capture database functions is performed in the following sequence:
  - If popup recognition is active and a popup recognition criterion matches the format, the individual popup template is used.
  - If a normal recognition criterion matches the format, the individual template is used for the entire format.
  - If no recognition criterion is available for the entire format, Web*Transactions* uses the conversion template which is named in the `AUTOMASK` attribute (usually `AutomaskOSD`).

Even if a pop-up is identified and displayed individually by Web*Transactions*, the host objects `$FIRST` and `$NEXT` refer to the first or next field of the underlying host format and not to the first or next field of the pop-up.

7.3 Using descriptive names

In the capture function, a format's field names are generated from the line and column position of the field in the format together with its length. This results in extremely abstract names which have little to do with the purpose or contents of the field and hinder rather than support the programmer when editing the template.

However, in the capture function, you can also use a so-called format description source and in this way generate the original field names in the templates. The format description source is the result of an `IFG2FLD` run with which the format description is read from the IFG library and stored in the source. The format description source contains all the field names which the developer of the host formats originally defined using the formatting system. The field names generally refer to the function of the field and are therefore more descriptive.

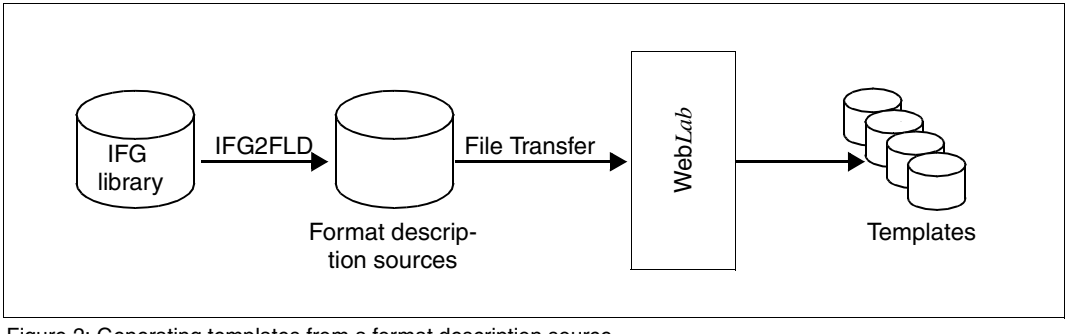


Figure 2: Generating templates from a format description source

You can specify the format description source when performing capturing in Web*Lab*.

Procedure

If you want to use descriptive names for template generation, proceed as follows:

- Transfer one of the following LMS libraries in binary form to the OSD host under the ID under which the IFG library is stored.

Library	Meaning
`WTifg2fldFTP.lms`	For transfer with FTP
`WTifg2fldOpenFT.lms`	For transfer with *open*FT or with the `TRANSFER-FILE` command in BS2000

- Log on at the OSD host under this ID.
- Perform the IFG2FLD run as described in the next section.
- Transfer the format description source in text mode to the machine on which Web*Lab* is running.
- In the capture process, specify the format description source in the **Generation Options** dialog box.

For runtime you must set the communication-specific system object attribute `FIELD_NAMES` to the value `User_defined`. You can achieve this, for example, by activating the option **Global parameter/Enable Field names** on the **Further options** tab when creating or editing an application-specific start template.

Using IFG2FLD

`IFG2FLD` is located in the OSD-LMS library `WTifg2fldFTP.lms` or `WTifg2fldOpenFT.lms`. You can find these libraries in the directory *install_dir*`/lib`.

`IFG2FLD` is an OSD program and you must therefore transfer the corresponding library to an OSD user ID. The target name of the library in BS2000 depends on the transfer mode you select. This may be either `WTIFG2FLD.LMS` or `WTIFG2FLDOPENFT.LMS`. You can then start `IFG2FLD` from the transferred library with the following command:

`/START-PROGRAM FROM-FILE=*PHASE(LIBRARY=`*library*`,ELEMENT=IFG2FLD)`

You start IFG2FLD with the START-PROGRAM command and the output is written to SYSLST. The following commands are accepted by IFG2FLD:

Command	Description
MAPFILE *IFG-library*	Assigns the IFG library for processing.
PROFILE *Userprofile*	Assigns a user profile for conversion. Every IFG library contains at least one user profile for format editing. The user profile is a set of default values for handling the IFG, for the format properties, for the format field properties as well as for properties which affect programming.
CONVERT *Formatname* [/*version*| /ALL]	Takes the specified IFG format over into the format description source. Optionally, you can also specify the version of the format. If you do not specify the version then the most recent format version is entered. If, instead of a version, you specify the value /ALL then all the versions of the format are entered in the format description source.
CONVERT *ALL [/*version*| /ALL]	Takes all the specified IFG formats in the IFG library over into the format description source. Optionally, you can also specify the version of the format. Only formats with this version are then entered. If you do not specify the version then the formats with the most recent version are entered in the format description source. If, instead of a version, you specify the value /ALL then all the formats of all versions are entered.
END	Generates the format description source and terminates IFG2FLD.

Example

To perform a conversion with IFG2FLD you may, for example, need to perform the following steps in OSD:

```
/ASSIGN-SYSLST output-file
/START-PROGRAM FROM-FILE=*PHASE(LIBRARY=library,ELEMENT=IFG2FLD)
MAPFILE IFG-library
CONVERT *ALL
END
/ASSIGN-SYSLST *P
```

8 Controlling communication

8.1 System object attributes

Certain system object attributes can be used to control communication between Web*Transactions* and the OSD host application.

This section describes only those attributes which are provided specifically for the OSD interface connections or which are of special significance to this connection. System object attributes that are of equal significance to all Web*Transactions* protocol variants are described in the Web*Transactions* manual “Concepts and Functions”.

If a `WT_SYSTEM` object (connection-specific system object) exists under the communication object used, the attributes described in this section must be defined there. Otherwise, they must be declared as attributes of the global system object `WT_SYSTEM`. The only exceptions are the `COMMUNICATION_INTERFACE_VERSION` and `FORMAT` attributes, which always refer to the global system object.

Attributes can be set in the first template (start template) when starting Web*Transactions*, and can be retained for the entire session or actively modified during the session (see sections on active dialog in the Web*Transactions* manual “Concepts and Functions”).

General information on connection-specific and global system objects can be found in the Web*Transactions* manual “Concepts and Functions”.

8.1.1 Overview

The table below provides an overview of the attributes and their effect.

The system object attributes are divided into the following categories:

o (**o**pen)
Attributes used in open.

t (**t**emporary)
Attributes used during communication which can be modified in the templates at any time

r (**r**ead only)
Attributes used during communication which cannot be modified in the templates

c (**c**ommunication module)
Attributes set automatically by the communication module

The category to which each attribute belongs is indicated in the right-hand column of the table below.

Attribute name	Meaning	Description/category	
APPLICATION_PREFIX	Prefix for the host application name	This prefix makes it possible to identify FLD and template files which possess the same “format names” but belong to different host applications. These FLD and template files must be saved in the following form: *application_prefix@formatname*.fld or *application_prefix@formatname*.htm	o
AUTOMASK	Default conversion template	Name of the conversion template to be used if an identifier for the current screen is not found in the capture database. Default value: AutomaskOSD. If no identifier was found and the contents of the AUTOMASK attribute were taken over, but the corresponding template is not available, the template specified in DEFAULT_FORMAT is used. If an identifier is found but a corresponding template is not, the template specified in DEFAULT_FORMAT is likewise used (see Web*Transactions* manual “Concepts and Functions”).	t

Attribute name	Meaning	Description/category	
AUTOTAB	Cursor automatically jumps to the following field when the end of current field is reached	When using 9750 terminals, the host application can determine the reaction of the cursor when it gets to the end of a field. This feature is made available with the AUTOTAB attribute of the Web*Transactions* application. The attribute can take the values Yes and No depending on the current AUTOTAB status of the terminal. The Automask template and all templates generated using the OSD.wmt master template evaluate this attribute.	c
BYPASS	Bypass print file flag	Web*Transactions* sets this attribute to Yes if a bypass print file was created when receive was called. Before evaluation of $MESSAGE.PRINTING, this attribute should be set to No by the template, as in the wtasync.htm template provided by Web*Transactions*.	c, t
CAPTURE_FILE	Capture database	Name of the capture database (...\Capture.sdb). The name can be specified as an absolute path name or a relative path name (relative to the base directory), e.g.: – absolute specification: C:\osdappli1\config1\$dialog.sdb – relative specification (base directory = osdappli): config1\$dialog.sdb	t
CAPTURED_FLD	Identifier for format recognition	Web*Transactions* sets this attribute to Yes on a receive call if the received format is found in the capture database. If the format is not found then CAPTURED_FLD is set to No.	c
COMMUNICATION_ INTERFACE_VERSION	Interface version	Global WT_SYSTEM attribute – If this variable contains a value < "3.0", then the name of the host format is entered in the global system attribute FORMAT on reception of a message from the host (receive). If no format name can be determined, FORMAT is set to the value of AUTOMASK. – If this variable contains a value of "3.0" or higher, no value is entered for FORMAT since the choice of the next page (format) is made by the templates themselves (generally by evaluating the FLD attribute). Default setting: 7.0	o

Attribute name	Meaning	Description/category	
CONNECTION_MESSAGE	Short message for the opening of a connection	Short message of maximum length of 80 bytes for the establishment of a connection, optional. This short message forms part of the Connection Letters which are passed to the partner when a connection is opened. A short message can be specified as a string or as a hexadecimal value: *host_system*.CONNECTION_MESSAGE=C'*cccc*' or *host_system*.CONNECTION_MESSAGE=X'*xxxxxxxx*' This attribute can be used, for example, to specify any access or network password which may be required.	o
CONNECTION_PASSWORD	Password for opening of connection	Password of maximum length of 4 bytes for the establishment of connections to DCAM applications, optional. This password forms part of the Connection Letters which are passed to the partner when a connection is opened. The password must be generated in BCAM with XSTAT APPPW= and can be specified either as a string or as a hexadecimal value: *host_system*.CONNECTION_PASSWORD=C'*cccc*' or *host_system*.CONNECTION_PASSWORD=X'*xxxxxxxx*'	o
DISCONNECT	Template for disconnection	This template is activated once the host connection has been terminated. For example, if the user clicks the **Disconnect** button then the template stored in this attribute is called. Default value: wtstart	t
DISPLAY_EURO	Display Euro symbol	If this attribute is set to Yes then the character that corresponds to code X'A4' of the ISO-8859 code table is output as the Euro character. If DISPLAY_EURO=No (default value) then the currency symbol (¤) is displayed for X'A4'. DISPLAY_EURO=YES is only effective if the TERMINAL_TYPE attribute is set to 9763 and the HOST_CHARSET attribute is set to ISO-8859-1, ISO-8859-2 or ISO-8859-9.	t
END_MARK	Replacement character for end mark	Default value: ~ (Tilde) You can specify a different replacement character.	t

Attribute name	Meaning	Description/category	
END_WAIT_CONDITION. EXPECTED_BLOCKS	End of screen recognition regarding the number of sub-messages that make up the entire form	When this attribute is set, receive stops waiting, despite MULTIPLE_IO_TIMEOUT, when the expected number of sub-messages have arrived. If additional messages are already waiting in the network and these can be processed without waiting, then the RECEIVED_BLOCKS after the receive may be larger than END_WAIT_CONDITION.EXPECTED_BLOCKS. Default: empty See also RECEIVED_BLOCKS.	t
END_WAIT_CONDITION. FLD_EXPECTED, END_WAIT_CONDITION. FLD_DIFFERENT_FROM	End of screen recognition using recognized format; Requirement: Must be using capture database	If a format defined in the capture database is recognized (attributes FLD and CAPTURED_FLD) and matches the specifications in the relevant attribute, then receive stops waiting despite MULTIPLE_IO_TIMEOUT. Default: empty	t
END_WAIT_CONDITION. CURSOR_IN_LINE and END_WAIT_CONDITION. CURSOR_IN_COLUMN, END_WAIT_CONDITION. CURSOR_NOT_IN_LINE and END_WAIT_CONDITION. CURSOR_NOT_IN_COLUMN	End of screen recognition using the position of the cursor	If the cursor reaches one of the positions defined in the set conditions, receive stops waiting despite MULTIPLE_IO_TIMEOUT. Default: empty	t
END_WAIT_CONDITION. MATCH_STARTLINE, END_WAIT_CONDITION. MATCH_STARTCOLUMN, END_WAIT_CONDITION. MATCH_VALUE and END_WAIT_CONDITION. MATCH_OPERATION	End of screen recognition using the field content in a particular section of the screen	If the screen buffer has a character string MATCH_VALUE at the position that is defined with MATCH_STARTLINE and MATCH_STARTCOLUMN, (MATCH_OPERATION ="==") or not (MATCH_OPERATION ="!="), then receive stops waiting despite MULTIPLE_IO_TIMEOUT. Default: empty.	t
EPILOG	Epilog	This attribute contains the name of a template (without the suffix '.htm'). If the attribute is defined then the corresponding template is included at the end of the generated template. Default: No inclusion **i** The attribute is only evaluated by the generated standard template and not by the host adapter. See also PROLOG and FORMTPL	t

Attribute name	Meaning	Description/category	
FIELD_NAMES	Use IFG field names	If this attribute is set to User-defined descriptive field names can be used, which are specified in the IFG library. Otherwise the generic field names generated by the host adapter are used. Possible values: User-defined, Generic Default: User-defined **i** Please note, that in the delivered start templates and Beans Generic is implemented as default.	o
FIRST_IO_TIMEOUT	Timer for the receive call	By default the timer is set to 60 seconds. If no message is received from the host during this period then the receive call returns. This means e.g. that in a single template it is possible to cater for host applications which output a welcome screen on the establishment of the connection as well as host applications which immediately expect an input. To do this, you set FIRST_IO_TIMEOUT to a low value and then check after the first receive call whether a message has been received from the host (RECEIVED_BLOCKS="0") However, an error is indicated if no message is received from the host within the time specified in FIRST_IO_TIMEOUT. If you want Web*Transactions* to suppress this message, set DISABLE_COMMUNICATION_ERROR. If FIRST_IO_TIMEOUT is greater than TIMEOUT_APPLICATION, a value derived from TIMEOUT_APPLICATION is used: – If TIMEOUT_APPLICATION > 10: FIRST_IO_TIMEOUT corresponds to TIMEOUT_APPLICATION -5 – If TIMEOUT_APPLICATION > 1: FIRST_IO_TIMEOUT corresponds to TIMEOUT_APPLICATION -1 – If TIMEOUT_APPLICATION =1: FIRST_IO_TIMEOUT corresponds to TIMEOUT_APPLICATION The value is indicated in seconds, in some cases with a decimal point or comma. The smallest unit is 500 milliseconds.	t

Attribute name	Meaning	Description/category	
FLD	Format name	Name of the format that was received from the host application. If Web*Transactions* has not recognized any format name (e.g. even when no capture database is assigned) then FLD is set to the value of AUTOMASK (always set by receive). See also FORMAT	c, r
FORMTPL	Form field	This attribute contains the name of a template (without the suffix '.htm'). If the attribute is defined then the corresponding template is included at the start of the wtDataForm in the generated templates. Default: No inclusion **i** The attribute is only evaluated by the generated standard template and not by the host adapter. See also PROLOG and EPILOG.	t
HARDCOPY	Hardcopy print file flag	Web*Transactions* sets this attribute to Yes if a hardcopy print file was prepared when the receive call was issued. Before the evaluation of $MESSAGE.PRINTING, the attributes should be reset to No by the template as in the wtasync.htm template provided by Web*Transactions*.	c, t
HOST_CHARSET	Character set of the host application	The host adapter sets this attribute to the value of the character set with which the host OSD application operates. The following values are possible: ISO-8859-1: various western European languages such as English, German, French - also known as Latin-1 ISO-8859-2: various central European languages - also known as Latin-2 ISO-8859-5: Cyrillic ISO-8859-7: Greek ISO-8859-9: Turkish HOST_CHARSET overrides the CHARSET attribute in the supplied templates(see the Web*Transactions* manual "Concepts and Functions").	c, r
HOST_NAME	Name of the host system	Name or Internet address of the host computer. If you use a symbolic name, you must specify this either locally (in the HOSTS file) or in the Domain Name Service (DNS).	o

Attribute name	Meaning	Description/category	
IGNORE_ASYNC	Ignore the ASYNC condition	Usually (IGNORE_ASYNC='NO'), when using the send method call, a check is performed to see whether new data has arrived asynchronously from the host. If this is the case, data is not sent to the host, instead REFRESH_BY_ASYNC is set to Yes and WT_KEY.Key is set to Refresh. The subsequent receive method call takes the existing host data and does not wait for additional data with FIRST_IO_TIMEOUT and MULTIPLE_IO_TIMEOUT. If IGNORE_ASYNC is set to Yes, the data is sent, regardless of any asychronously received data. This avoids manual repeating the send call. WT_KEY.KEY remains unchanged, REFRESH_BY_ASYNC is not set to Yes because no refresh has been carried out. IGNORE_ASYNC suppresses recognition of the asynchronous message. Default is NO. See also MULTIPLE_IO_TIMEOUT, REFRESH_BY_ASYNC	t
LOCAL_PORT	Number of the local port	If this attribute is specified then this port will be used by the socket connection as the output port on the local system.	o
LZE_CHAR	Character for representation of the logical line end (LZE)	On a real 9750 type terminal or corresponding emulation, it is possible for the host application to output LZE characters which only have a significance when data is entered at the host application. This allows, for example, a number of BS2000/OSD commands to be entered with a single data transmission. These are then processed one after the other. If the attribute LZE_CHAR is used to specify a character, Web*Transactions* is able to support this functionality. Set a character that is not used in the host application for any other purpose, see also END_MARK. Default: empty	t

Attribute name	Meaning	Description/category	
MULTIPLE_IO_TIMEOUT	Timeout for complete screen format	Default value: 2 (seconds) Some host applications send their screen formats in the form of several message segments. Since it is not always clear when the last message has been received, a timeout mechanism is used. If a message is not received from the host within the time period specified in MULTIPLE_IO_TIMEOUT, the screen format is taken to be complete. However, the reception processing is terminated as soon as Web*Transactions* can determine, on the basis of the employed protocol, that the host application is waiting for input. If you have enabled print/asynchronous support, the screen is updated automatically at regular intervals so that formats which are as yet incomplete can be fully constructed on the next refresh (see page 176). If you are sure that the host application does not use message segments, you can set this value to 0. The aim is to recognize the end of the screen without MULTIPLE_IO_TIMEOUT since this timeout – increases the time elapsed for every stage of the dialog – must be set sufficiently high that it does not cause the end of screen to be recognized too early as a result of heavy traffic. With the transport protocol NEABT it is possible to recognize when the host is waiting for a response with almost all OSD host applications (exceptions being, for example, connections via OMNIS). When this protocol element arrives, waiting is terminated. The END_WAIT_CONDITION attributes can also be used to cancel MULTIPLE_IO_TIMEOUT: Only when all of the conditions that have been set there are fulfilled, will waiting be cancelled despite the fact that MULTIPLE_IO_TIMEOUT has not been completed. See also END_WAIT_CONDITION attributes	t

Attribute name	Meaning	Description/category	
NATIONAL_VARIANT	Language variant for communication between Web*Transactions* and the host application	This attribute specifies the language variant of the 7-bit character set. Possible values: – Danish – English (UK) – English (USA) – French – French-Belgian – German – International – Italian – Norwegian – Spanish – Swedish – Swiss	t
NIL_MODE	When outputting host objects, treat NIL and SPACE differently	On a real 9750 type terminal or a corresponding emulation, field contents which contain a binary null (NIL) are displayed with a centered dot. Web*Transactions* replaces this character with a space for the VALUE host object attributes (VALUE, HTMLVALUE, RAWVALUE) in order to ensure that the output is suitable for the browser. This means that it is not possible to tell whether the SPACEs are to be saved as SPACEs or whether the NIL in the screen buffer is to be retained. If the NIL_MODE attribute is set to true, the NILs are not replaced by SPACE, they are instead displayed as the character with the code 0xB7 which is available as a 'center point' in many character sets. This ensures that a clear differentiation can be made between SPACE and NIL. The attribute is effective with every receive. This means that changing the attribute between two host object evaluations has no effect. Default: false	t
OFFLINE_COMMUNICATION	Switch for playing back a trace file	Value "Yes": A previously recorded emulation trace is "played back" (offline session). The name of the file in which the session was recorded is specified in the attribute OFFLINE_TRACEFILE. Default: No See also: RECORD_HOST_COMMUNICATION	o
OFFLINE_LOGFILE	File name of the emulation trace to be generated	File name of the emulation trace which is to be recorded Default: WEBTADUMP.LOG other values are possible see also RECORD_HOST_COMMUNICATION	o

Attribute name	Meaning	Description/category	
OFFLINE_TRACEFILE	File name of an emulation trace	File name of an emulation trace which is to be played back. see also OFFLINE_COMMUNICATION	o
PADDING_CHARACTER	Padding characters for unprotected fields	If this attribute contains a space then input fields are padded out with spaces; otherwise the null character (\0) is used as the padding character (default value)	t
PROLOG	Prolog	This attribute contains the name of a template (without the suffix '.htm'). If the attribute is defined then the corresponding template is included at the start of the generated template. Default: No inclusion **i** The attribute is only evaluated by the generated standard template and not by the host adapter See also EPILOG and FORMTPL	t
POPUP.COLUMN	Start column of the received pop-up	If a pop-up is received following a receive call and this pop-up is recognized by the capture mechanism, this attribute contains the column number of the top left-hand corner of the pop-up in the host format. Possible values: 0 (if there is no pop-up) - *maximum number of columns* Default value: 0.	c, r
POPUP.HEIGHT	Height of the received pop-up	If a pop-up is received following a receive call and this pop-up is recognized by the capture mechanism, this attribute contains the total height of the pop-up (including the frame). Possible values: 0 (if there is no pop-up) - *maximum number of lines* (including the frame) Default value: 0.	c, r
POPUP.HSTART	Pop-up recognition parameter	Characters used to begin the horizontal frame of a pop-up panel. The default value is a colon followed by a period ":.", i.e. Web*Transactions* recognizes the horizontal frame of a pop-up if it begins with a colon or period.	t
POPUP.HMIDDLE	Pop-up recognition parameter	Characters used to form the horizontal frame of a pop-up panel. The default value is a period ".".	t
POPUP.HEND	Pop-up recognition parameter	Characters used to end the horizontal frame of a pop-up panel. The default value is a colon followed by a period ":.", i.e. Web*Transactions* recognizes the horizontal frame of a pop-up if it ends with a colon or period.	t

Attribute name	Meaning	Description/category	
POPUP.LINE	Line number of the top left-hand corner of a received pop-up.	If a pop-up is received following a receive call and this pop-up is recognized by the capture mechanism, this attribute contains the line number of the top left-hand corner of the pop-up in the host format. Possible values:0 (if there is no pop-up) - *maximum number of lines.* Default value: 0.	c, r
POPUP.VSTART	Pop-up recognition parameter	Characters used to begin the vertical frame of a pop-up panel. The default value is a period ".".	t
POPUP.VMIDDLE	Pop-up recognition parameter	Characters used to form the vertical frame of a pop-up panel. The default value is a period ".".	t
POPUP.VEND	Pop-up recognition parameter	Characters used to end the vertical frame of a pop-up panel. The default value is a colon ":"	t
POPUP.WIDTH	Width of the received pop-up	If a pop-up is received following a receive call and this pop-up is recognized by the capture mechanism, this attribute contains the width of the pop-up (the number of columns including the frame). Possible values: 0 (if there is no pop-up) - *maximum number of columns* (including frames) Default value: 0.	c, r
PORT_NUMBER	Port number	Port number for communications with the OSD host application via TCP/IP Default value: 102	o
RECEIVED_BLOCKS	Number of messages	Number of messages processed by the host during the last receive call. This attribute can be used to check how many message segments the host used to output the current format. If this value is 1 for all formats, the MULTIPLE_IO_TIMEOUT attribute can be set to 0 because once the first message has been received it is no longer necessary to wait for further messages in order to complete the format. Otherwise, this value can be used with END_WAIT_CONDITION.EXPECTED_BLOCKS in order to cancel wait times due to MULTIPLE_IO_TIMEOUT.	c, r
RECORD_HOST_ COMMUNICATION	Switch for emulation trace	Value "Yes": Emulation trace activated Default: "No" See also: OFFLINE_TRACEFILE	o

Attribute name	Meaning	Description/category	
REFRESH_BY_ASYNC	Automatic setting of refresh when asynchronous messages are received.	If this attribute is set to Yes then the host control object WT_KEY.Key was automatically set to the value Refresh during the last send because an asynchronous message has been received since the last receive. As a result, the old format was updated on the last call of the form send/receive. This means that there was no dialog step with the host application as the user might have expected. The user is presented with the updated format. To prevent the user from waiting pointlessly for a response from the host application, you should - depending on the value REFRESH_BY_ASYNC - generate a note for the user. No (default value) means that the content of the format's input fields and the value of WT_KEY.Key were sent to the host application unchanged (this also sends the contents of the screen buffer). See also IGNORE_ASYNC	c
STATION_NAME	Station name	Station name used to establish communications with the OSD host application. You only need to enter a value for this attribute if the OSD application uses special station names. If no value is specified, Web*Transactions* automatically generates a station name and returns the generated name in this attribute. Max. length: 8	o
SYM_DEST	Name of the OSD host application on the host system	e.g. $DIALOG	c, o
TERMINAL_TYPE	Terminal type	Terminal type as simulated by Web*Transactions*. Possible values: 9750 (default) 9755 9763 (if 8-bit character set used)	o

Attribute name	Meaning	Description/category	
TRACE_LEVEL	Trace level	This attribute controls the contents of the trace file. Possible values: 0,1,2,3,3E,3M,3EM where: – 0,1,2,3 Different trace levels – E Output of the emulation function calls – M Output of all host matrices, i.e. “raw” mask data – L Output to a log file Default value: 3EM (= maximum trace)	t
USE_POPUP_RECOGNITION	Pop-up recognition flag	This attribute is set to Yes if pop-up panels are to be recognized. Default value: No.	t
WT_ASYNC	Printing and asynchronous messages	This attribute is set to Yes if print functions and asynchronous messages are to be supported. Default value: No.	t
WT_BROWSER_PRINT	Activates browser printing only for browser platform Windows	This attribute must be set to Yes if browser printing is to be activated (see section “Browser print” on page 190). The attributes under WT_BROWSER_PRINT_OPTIONS will only be evaluated when this value is set to Yes. Default value: No	t
WT_BROWSER_PRINT_ OPTIONS.MODE	Controls browser printing only for Windows browser platform	Indicates if printing is to take place immediately on the default printer or if a print preview is to be displayed. Possible values: Automatic Print on the default printer Preview Display a print preview	t
WT_BROWSER_PRINT_ OPTIONS.ORIENTATION	Controls browser printing only for Windows browser platform	Indicates the page orientation; only for use with Internet Explorer. Possible values: Portrait vertical orientation Landscape horizontal orientation	t
WT_BROWSER_PRINT_ OPTIONS.HEADER	Controls browser printing only for Windows browser platform	Text for the page headers; only for use with Internet Explorer (see the section “Variables in header and footer lines” on page 192).	t
WT_BROWSER_PRINT_ OPTIONS.FOOTER	Controls browser printing only for Windows browser platform	Text for the page footers; only for use with Internet Explorer (see the section “Variables in header and footer lines” on page 192).	t

Attribute name	Meaning	Description/category	
WT_BROWSER_PRINT_ OPTIONS.LEFT	Controls browser printing only for Windows browser platform	Indicates the size of the left margin in mm; only for use with Internet Explorer.	t
WT_BROWSER_PRINT_ OPTIONS.RIGHT	Controls browser printing only for Windows browser platform	Indicates the size of the right margin in mm; only for use with Internet Explorer.	t
WT_BROWSER_PRINT_ OPTIONS.TOP	Controls browser printing only for Windows browser platform	Indicates the size of the top margin in mm; only for use with Internet Explorer.	t
WT_BROWSER_PRINT_ OPTIONS.BOTTOM	Controls browser printing only for Windows browser platform	Indicates the size of the bottom margin in mm; only for use with Internet Explorer.	t

8.1.2 Interaction between system object attributes and methods

This section contains information on the OSD-specific system object attributes that play a role in particular actions or method calls.

open - opening a connection to the host

An `open` method call opens a connection to the host application. The connection to be established is determined by the following communication-specific system object attributes which you can, for example, set in the templates:

System object attribute	Value
`APPLICATION_PREFIX`	Prefix for the host application name. This prefix makes it possible to identify FLD files which possess the same format names but belong to different host applications. These FLD files must be saved in the following form: *application_prefix@formatname*`.fld`
`HOST_NAME`	Specification of host name or its IP address
`LOCAL_PORT`	Number of the local port
`OFFLINE_COMMUNICATION`	To run an emulation trace without connection to the host application.
`OFFLINE_LOGFILE`	File name of the emulation trace that is to be recorded.
`OFFLINE_TRACEFILE`	File name of an emulation trace that is to be played.
`PORT_NUMBER`	Specification of the port number for the OSD host application
`RECORD_HOST_COMMUNICATION`	Switch for the emulation trace.
`STATION_NAME`	Specification of the station name if the OSD host application uses station names
`SYM_DEST`	Specification of the host application name
`TERMINAL_TYPE`	Specification of the terminal type as simulated by Web*Transactions*

When you issue an `open` call, any existing connection is closed before the new connection is made.

close - closing a connection to the host

A `close` method call closes the connection to the host application. This statement must be run at the end of a session. It does not usually result in an error message.

send - sending a message to the host application

A `send` method call usually sends a message to the host application. The host object attribute `WT_KEY.Key` determines whether this involves real communication with the host application, or whether the call is handled exclusively by the host adapter (e.g. Refresh). The templates supply `WT_KEY.Key` with a value for the functions provided by `wtKeysOSD.htm` (see section “wtKeysOSD.htm template” on page 90). An important role is played by the system object attributes `REFRESH_BY_ASYNC` and `IGNORE_ASYNC`. If `REFRESH_BY_ASYNC` is set to `Yes` and `IGNORE_ASYNC` to `No`, `WT_KEY.Key` was set automatically to the value `Refresh` during the last `send`.

receive - receiving a message from the host application

A `receive` method call usually retrieves a message from the host application. The host object attribute `WT_KEY.Key` determines whether this involves dialog with the host application.

The host adapter checks whether the message received from the host application corresponds to a recognition criterium in the capture database. If so, continued processing depends on the value of the attribute `COMMUNICATION_INTERFACE_VERSION`.

- `COMMUNICATION_INTERFACE_VERSION >= "3.0"`

  The host adapter enters the value in the `FLD` attribute of the connection-specific system object. The template itself must ensure that `FORMAT` is set correctly. In templates generated by V3.0 or higher, the function `setNextPage` ensures that `FORMAT` is set correctly.

- `COMMUNICATION_INTERFACE_VERSION < "3.0"`

  `FORMAT` is also set in addition to `FLD` to ensure that “old” templates remain executable.

If no recognition criterium is found in the capture database then `FLD` or `FORMAT` is set to the value of the system object attribute `AUTOMASK`.

Additional information can be found in the descriptions for the system object attributes “FIRST_IO_TIMEOUT” on page 118 and “MULTIPLE_IO_TIMEOUT” on page 121 as well as the attributes of the `END_WAIT_CONDITION` group as of page 117.

8.2 Host objects

Web*Transactions* for OSD uses two types of host object:

– host data objects containing data from the host application
– host control objects that control the host interface

8.2.1 Host data objects

Host data objects are provided in order to enable communication between Web*Transactions* and the host application. They are created by Web*Transactions* when a new screen format (possibly including a pop-up) arrives from the host. Each field of the screen format (and of the pop-up if one is present) is assigned to a host object. When a `receive` call is issued, these objects are available in the form of a screen image. The objects can be identified via generic names or via IFG fields.

Generic names for host data objects

Generic names are always assigned. If the connection-specific system object attribute FIELD_NAMES has the value `User-defined` then the names defined with IFG are also used, see section "IFG names of host data objects" on page 131.

In the case of generic names, the objects are named in accordance with their position in the screen format, which is defined by the line and column number:

E_*yy_xxx_lll* (for the fields of a screen format)
F_*yy_xxx_lll* (for the fields of a pop-up)

Explanation

E	Field of a screen format
F	Field of a pop-up
yy	Two-character line position, beginning with 1 for the top line (not including the frame in pop-ups)
xxx	Three-character column position, beginning with 1 (not including the frame in pop-ups)
lll	Three-character number of screen characters in a screen line beginning with position *yy_xxx*

These naming conventions allow you to access any sequence of screen characters within a screen line. For instance, you can access a screen line containing 80 host data objects of length 1, or one host data object of length 80. If a host data object contains more than one field or is part of a field, the attributes *`Value` are set in accordance with *yy*, *xxx* and *lll*. All other attributes (`Input`, `Modified`, etc.) are set in accordance with the field in which the host data object begins. However, you will generally access host objects that correspond to screen fields.

If a host data object extends beyond the field limits, it is truncated at column 80 in screen formats, and at the last pop-up column in pop-ups.

Short names for generic host data objects

Object names can be specified in short form by omitting the length specification or leading zeros. To use this option, however, you will require a more detailed overview of the use of element names. For instance, `WT_FOCUS` always returns the full element name. The first of the following query conditions is thus never `TRUE`:

```
<wtif (WT_FOCUS.Field == "E_1_2_3")>          --> incorrect
...
<wtif (WT_FOCUS.Field == "E_01_002_003")>     --> correct
```

IFG names of host data objects

In templates, you can also work with (descriptive) IFG names instead of the generic names. Preconditions for this are,

– that the communication-specific system object attribute `FIELD_NAMES` contains the value `User-defined`

– and that you have already used Web*Lab* to create an FLD file for a format and have used the format description source to do this. You must have specified this source under **Generation Options** during capturing.

Attributes of host data objects

The table below shows all the attributes of the dynamic host data objects. Attributes shown in bold type can be overwritten.

The names of objects and attributes are usually case sensitive. However, the names of host object attributes are not case sensitive and they can be written in upper or lower case.

Object name	Attribute name	Meaning
E_*yy_xxx_lll* or F_*yy_xxx_lll*	**VALUE**	Contents of the screen field represented by the object name. Binary zeros (NIL) are replaced by blanks, if the system object attribute NIL_MODE is set to true. Blanks at the end of the field are removed. Single quotes, double quotes, and ampersands (&) are converted for output in HTML. When using entry fields (see type Unprotected) the content of the VALUE attribute can be modified. Changing VALUE emulates the keyboard input of a user at a terminal.
	HTMLVALUE	This attribute corresponds to the Value attribute, but its contents are returned in their entirety. The following special characters are converted for output in HTML: <, >, ä, ö, ü, Ä, Ö, Ü, ß
	RAWVALUE	The content of this field is returned as an unconverted sequence of 8-bit characters; only binary zeros are converted into spaces.
	STARTLINE	Line in which the represented screen field begins Possible values: 1<= n<=*last screen line* This depends on the screen type: 24x80: n<=25 32x80: n<=33 43x80: n<=44 27x132: n<=28
	NAME	Name of the field
	STARTCOLUMN	Column in which the screen field begins Possible values: 1<=n<=*last screen line* Also see example [1]
	LENGTH	Length of the field Possible values: 1<=n<=*last screen line*
	TYPE	Field type Protected Read-only field Unprotected Entry field
	INPUT	Data type of input Alpha or Numeric
	MARKABLE	Yes or No
	MODIFIED	Yes or No
	BLINKING	Yes or No
	UNDERLINE	Yes or No
	VISIBLE	Yes or No

Object name	Attribute name	Meaning
	INTENSITY	`Normal` or `Reduced`
	INVERS	`Yes` or `No`
	COLOR	This returns the RGB color value of the relevant field. The value also depends on the settings of the host object WT_COLOR. If the attributes of WT_COLOR have not been set then the following values are returned: `#000000`: No color attribute set `#0000FF`: Blue `#FF0000`: Red `#FFC0CB`: Magenta `#008000`: Green `#40E0D0`: Turquoise `#FFFF00`: Yellow `#FFFFFE`: White
	RangeName	Name of the area specified by the host object.
	RangeLength	Length of the area specified by the host object.
	RangeStart-Column	Column in which the area specified by the host object begins. Possible values: 1<=n<=*maximum screen width*

[1] The difference between `RangeStartColumn` and `StartColumn` is shown on the basis of an example.

When receiving data from the host, the field E_03_020_010 was recognized:
E_03_020_010. StartColumn returns 20, E_03_020_010.RangeStartColumn also returns 20

Now access different from recognized field:
E_03_022_001.StartColumn returns 20, E_03_022_001.RangeStartColumn returns 22

The same with `RangeLength`, `RangeName` ...

8.2.2 Host control objects

Host control objects are provided for controlling the host interface, and continue to exist for the entire session.

– the system line (WT_SYSTEM_LINE)

– the sequence of fields in a screen

– the field in which is cursor is positioned

– the ENTER key to be used

The table below lists all the host control objects and their attributes. Attributes shown in bold type can be overwritten.

The names of objects and attributes are usually case sensitive. However, the names of host object attributes are not case sensitive and they can be written in upper or lower case.

Object name	**Attribute**	**Meaning of attribute**
$CONNECTION	ALIVE	Checks whether the connection to the host is still active. This attribute should be thought of as an extension to `$MESSAGE.WAITING`. Under certain circumstances `WAITING` may have the value `NO` following the establishment of a connection. As a result, disconnection is not noticed if only `WAITING` checked during asynchronous processing.
$FIRST	Name	Full name of the first field in the current screen. If no object exists, the name `$END` is returned.
	Also all attributes of dynamic host objects (`E_`*yy_xxx_lll*`)`	

Object name	Attribute	Meaning of attribute
$MESSAGE	PRINTING	When this attribute is evaluated, Web*Transactions* sends the oldest file waiting to be printed to the browser (with the MIME type `webta/hardcopy-print` or MIME type `webta/bypass-print`). **i** Make sure that the evaluation of `$MESSAGE.PRINTING` terminates the interpretation of the template and suppresses HTML generation.
	PRINTFILE_ NAME	This attribute returns the name of the file which is to be printed next. If no file is waiting to be printed, the attribute returns an empty string.
	WAITING	This attribute indicates whether Web*Transactions* has received an asynchronous message from the host application or not. Each time this attribute is queried, Web*Transactions* checks the buffer for an asynchronous message. If it finds a message, the value of `$MESSAGE.WAITING` is set internally to `"Yes"`. Web*Transactions* then reads the asynchronous message the next time `receive` is called.
$NEXT	Name	Full name of the next field in the current screen starting from the field last accessed. You can use this object to work through each screen field, including the system line (`WT_SYSTEM_LINE`), step-by-step. If there are no further objects, the name `$END` is returned.
	Also all attributes of dynamic host objects (`E_yy_xxx_lll`)	
$SCREEN	CONTENTS	All the characters of the whole screen an one string. May be useful for comparing two complete screen images.

Object name	Attribute	Meaning of attribute
WT_COLOR	**DEFAULT**	RGB color values for fields for which no color attribute is set. Possible values: #000000: Black (default) #0000FF: Blue #FF0000: Red #FFC0CB: Magenta #008000: Green #40E0D0: Turquoise #FFFF00: Yellow #FFFFFE: White
	BLUE	RGB color value for fields with the color attribute `blue`. Default value #0000FF
	RED	RGB color value for fields with the color attribute `red`. Default value: #FF0000
	MAGENTA	RGB color value for fields with the color attribute `pink`. Default value: #FFC0CB
	GREEN	RGB color value for fields with the color attribute `green`. Default value: #008000
	CYAN	RGB color value for fields with the color attribute `turquoise`. Default value: #40E0D0
	YELLOW	RGB color value for fields with the color attribute `yellow`. Default value: #FFFF00
	WHITE	RGB color value for fields with the color attribute `white`. Default value: #FFFFFE.
WT_FOCUS	**Field**	Object name of the field in which the cursor is currently positioned. This name is specified in full in the form `E_`*yy_xxx_lll* or a descriptive name and includes a length specification. Writing this attribute positions the cursor. If the attribute is empty or invalid, the cursor is positioned in the first row of the first column.
	OFFSET	Offset of the cursor from the start of the field to the cursor position.
WT_FOCUS_SHORT	**Field**	As for `WT_FOCUS`, except the object name is stored without a length specification in the form `E_`*yy_xxx*.

Object name	Attribute	Meaning of attribute
WT_KEY	**KEY**	Indicates the special key in the terminal emulation to be activated when `send` is executed. The permitted values are described in section "Interaction between the host control object WT_KEY.KEY and the template wtKeysOSD.htm" on page 141. Corresponding buttons are included in the current templates by using `wtKeysOSD.htm`. (`<wtInclude ...>`).
	PKEY*n*	Enables direct access to the contents of the PKey *n*. When a value is assigned to this attribute, the appropriate PKey is loaded in the emulation. Evaluating this attribute returns the current contents. The object tree of the Web*Lab* development environment only shows those P keys with mapped content. Use of this attribute is described in section "P key support" on page 154. Possible values for `n`: `1` to `255`
WT_SYSTEM_LINE	Name	Name of the field in the system line
	Also all attributes of dynamic host objects (`E_yy_xxx_lll`).	

8.3 Terminal functions supported by the browser

In Web*Transactions* for OSD you can display host application formats in the browser without any post-editing (01:01 conversion). This function is contained in the master template `OSD.wmt` (see page 78). The templates that you generated via the master template include the templates `wtBrowserFunctions.htm` and `wtKeysOSD.htm` which provide the functions required.

`wtBrowserFunctions.htm` in turn includes the following Javascript files:

`wtCommonBrowserFunctions.js`
: contains the Javascript code that will be run for all browsers.

`wt<`*browser*`>BrowserFunctions.js`
: contains the Javascript code for the current browser.

`wtKeysOSD.htm` contains the OSD-specific buttons for the standard keys and include the Javascript file `wtKeysOSD.js` which contains the special key mapping for Web*Transactions* for OSD. In this file you can adapt the key mapping to your needs and also extend it (see section “Mapping keys in wtKeysOSD.js” on page 143).

8.3.1 Terminal functions supported

The following terminal functions are provided:

– Pixel-precise layout of text and entry fields with the help of style sheets.

– Support for terminal special keys sent to Web*Transactions*. For some of these keys there are equivalents on the PC keyboard (e.g. the “F” keys). In some cases key combinations are be used to start terminal functions.

– Support for terminal special keys which work directly in the browser form (e.g. cursor positioning keys). For some of these keys there are equivalents on the PC keyboard (e.g. the “F” keys). In other cases, terminal functions are started using key combinations.

– Autotab:
When the maximum length of an entry field is reached the cursor automatically moves to the next entry field.

– Overwriting fields:
  Like a terminal, the browser overwrites the characters already present in the entry field and does not insert text between the characters as per the browser default settings.

– Transfer of the cursor position from the browser to the host application:
  Depending on the browser functions available, the browser transfers the exact cursor position or only the corresponding entry field to Web*Transactions*.

– Tabulator remains inside the form:
  The entry focus does not leave the form generated by Web*Transactions*. Using the tabulator key in the browser also automatically moves the focus onto the browsers controls.

Which of the terminal functions (F keys, cursor positioning keys ...) is actually displayed on the browser will depend on the type and version of the browser. The tables below show the terminal functions supported by the various browser types.

<table>
<tr><th rowspan="2">Terminal function</th><th colspan="4">Browser support</th></tr>
<tr><th>Non specialized browser</th><th>Netscape V4.0</th><th>Netscape V6.0 or higher or Gecko</th><th>Internet Explorer V4.0 or higher</th></tr>
<tr><td>Layout of text and entry fields</td><td>no</td><td>no</td><td>yes</td><td>yes</td></tr>
<tr><td>Support for terminal special keys sent to WebTransactions</td><td>only via a pick list or button</td><td>only the ENTER key directly; all other function via a pick list or button</td><td colspan="2">by individual configurable mapping via keys or pick lists or buttons</td></tr>
<tr><td>Support for terminal special keys which work directly in the browser form</td><td>no</td><td>no</td><td colspan="2">by individual configurable mapping via a key</td></tr>
<tr><td>Autotab</td><td>no</td><td>yes</td><td>yes</td><td>yes</td></tr>
<tr><td>Overwriting fields</td><td colspan="3">yes
(simulated in the browser by automatic selection of field content)</td><td>yes</td></tr>
<tr><td>Transmits the cursor position</td><td colspan="2">Only the position at the start of the last entry field used</td><td>Position at the start of the last entry field used and the exact position in protected fields.</td><td>Exact position in protected fields and in entry fields (V5.0 or higher)</td></tr>
<tr><td>Tabulator remains inside the form</td><td colspan="2">no</td><td colspan="2">yes</td></tr>
</table>

Key support by Internet Explorer V4.0 or higher or by a Gecko-based browser

If you use Internet Explorer V4.0 or higher or a Gecko-based browser (Netscape V6 or higher), then the 9750 terminal keys are mapped as follows[1]:

Key used in Internet Explorer	Corresponding key at the 9750 terminal
ENTER	ENTER
F1 ... F12	F1 ... F12
Shift+F1 ... Shift+F12	F13 ... F24
CTRL+F1 ... CTRL+F12	K1 ... K12
CTRL+Shift+F1 CTRL+Shift+F2	K13 K14
CTRL+1 ... CTRL+9, CTRL+0	P1 ... P9, P10
CTRL+Shift+1 ... CTRL+Shift+9, CTRL+Shift+0	P11 ... P19, P20
CTRL+Shift+F12	MAR
EM	EM
INS	INS

[1] Here, '+' means that the keys specified must be pressed together at the same time. On some keyboards the STRG key is marked with CTRL.

8.3.2 Interaction between the host control object WT_KEY.KEY and the template wtKeysOSD.htm

The host control object `WT_KEY` indicates the special key in the terminal emulation which is to be activated when `s`end is executed.

The default values are given in the table below. The corresponding buttons are included in the current templates by using `wtKeysOSD.htm` (<wtInclude ...>). `wtKeysOSD.htm` includes the Javascript file `wtKeysOSD.js` which contains the mapping of the special keys for Web*Transactions* for OSD (see section “Mapping keys in wtKeysOSD.js” on page 143).

The table below shows:

– the controls provided by the `wtKeysOSD.htm` template and the file `wtKeysOSD.js` as standard.

– the values stored for the associated functions in the host control object `WT_KEY`.

Key on 9750 terminal	Value of WT_KEY.KEY	Meaning
DÜ	DUE	Data entry to host
DÜ2	DUE2	As DÜ Data released to host but with a different transfer ID.
K1 ... K14	K1 ... K14	Short message to the host application; no more data will be transferred.
F1 ... F24	F1 ... F24	As DÜ Data released to host but with a different transfer ID.
P1 ... P20	PKEY1 ... PKEY20	Programmable key executed. The programmable keys can be loaded from the OSD application or loaded by assigning a value on the host control object WT_KEY.PKEY*n*.
MAR		Marks a field as selected.
	Disconnect	Closes the connection to the host. The subsequent receive call supplies the FLD system object attribute with the contents of the system object attribute DISCONNECT. This function is similar to switching off a real terminal or shutting down an emulation program without signing off properly from the host application.
	Refresh	Refresh the display of the HTML page. This function is required in order to display messages that arrived asynchronously or were delayed, i.e. after the screen contents are taken as complete and sent to the browser in the form of an HTML page (see also MULTIPLE_IO_TIMEOUT, page 121). The Refresh function does not involve dialog with the host application. Host communication is suppressed with the send and receive calls.
	ClearScreen	Clears the screen.
	Print	Requests terminal hardcopy printing (see section “Terminal hardcopy printing” on page 181).

8.3.3 Mapping keys in wtKeysOSD.js

The browser used will accept all keyboard entries. For the application-defined mapping of special function keys, Web*Transactions* provides the file `wtKeysOSD.js` as an interface. A call to the function `wtCreateKeySelectList()` will generate a selection list (see section “Interaction between wtCommonBrowserFunctions.js and wt<browser>BrowserFunctions.js” on page 148).

The text below describes the key mapping supplied with Web*Transactions*. You can adapt and extend key mapping as required; no special knowledge of browser templates is required.

After creation of the base directory, the file `wtKeysOSD.js` is in the directory *<basedir>*`/wwwdocs/javascript`. The key interface to be used for adapting the Web*Transactions* application is the table (array) `wtKeyMappingTableInput` given in this file.

The `wtKeyMappingTableInput` table defines an object with several attributes for each of the key maps (see table in page 144). These attributes describe:

– the key or key combination

– the action to be triggered when the key (or combination) is pressed

– if this function is also available on a selection list.

Example

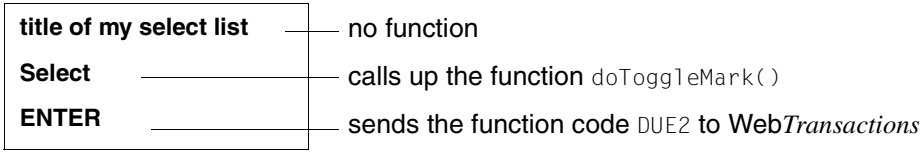
```
wtKeyMappingTableInput = [
{ sl:'title of my select list'},
{ la:'Select', ac:doToggleMark, kc:VK_F12, mk:MK_CTRL+MK_SHIFT },
{ la:'ENTER', ac:'DUE2' },
{ co:'P1', ac:'P1', kc:VK_F1, mk:MK_ALT }
];
```

In this definition the mapping is as follows:

– `CTRL+SHIFT+F12` calls the function `doToggleMark()`

– `ALT+F1` sends the function code `F1` to Web*Transactions*

This definition creates a selection list with the following content:



In the wtKeyMappingTableInput table you can enter the following attributes:

Description	Attribute	Meaning
la	label	Label, e.g. for entry in the selection list. If the attribute is not specified, no entry will be generated for the list. The corresponding key will, however, be mapped on a function.
co	comment	Comment. This attribute is not evaluated. This attribute has been provided as an alternative to the attribute la; by changing the attribute from la to co you can, for example, remove a key from the selection list.
ac	action	Action to be executed when the mapped key is pressed or when the action is selected from a list. If this attribute is a string type, the content will be transferred to wt_special_key.value and sent to Web*Transactions*. This means that the form is transferred to Web*Transactions* and as a special function is given the value of ac (e.g. F1 as function key). If this attribute is a function type, a client-side function with this name will be called. This function must be defined. The Javascript files wt<*browser*>BrowserFunctions.js provide the following functions: - doCursorHome - doCursorUp - doCursorDown - doCursorLeft - doCursorRight - doTab - doBackTab - doToggleMark – doToggleInsert. The implementation of these functions can be empty; this depends on the browser capabilities (see the section “Callback functions in key mapping” on page 149). If this attribute is not defined, no action can be executed. Editing of the keyboard entries is left to the browser.
kc	key code	Number assigned to the pressed key in the keyboard driver. The script wtCommonBrowserFunctions.js has a symbol for many of the keys; the symbol name begins with VK_. For key combinations there is also the modifier key (mk).

Description	Attribute	Meaning
mk	modifier key	Additional modifier key pressed (see definition in wtCommonBrowserFunctions.js): – 0 = MK_NONE (= no modifier key pressed) – 1 = MK_CTRL – 2 = MK_ALT – 4 = MK_SHIFT In key combinations the corresponding values are added: – 3 = MK_CTRL + MK_ALT – 5 = MK_CTRL + MK_SHIFT – etc. If no mk is specified then the value 0 = MK_NONE is used.
sl	select list	At the start of each selection list to be generated, a component with the index 0 will be generated as a header. The component has no function. The text for this “0” component is specified in the attribute sl. Any selection lists created previously will be closed when the attribute sl occurs. For improved readability, sl can be made to be the only attribute in the table object.

Structure of wtKeysOSD.js

This section describes the `wtKeyMappingTableInput` table from the `wtKeysOSD.js` file supplied with Web*Transactions*:

The object `wtKeyMappingTableInput` is created as literal.

```
wtKeyMappingTableInput = [
```

The attribute `sl` indicates the start of the selection list with the label `more`.

```
{ sl:'more'},
```

The attribute `co` indicates a comment for better readability. There is no `la` attribute for the following entries. The entries should not appear in the selection list. Use `kc` and `mk` to find the mapping for a PC key. With ac JavaScript functions are specified, which are to be processed, when the appropriate key or key combination is pressed.

```
{ co:'MAR', ac:doToggleMark, kc:VK_F12, mk:MK_CTRL+MK_SHIFT },
{ co:'MAR', ac:doToggleMark, kc:VK_MAR, mk:0 },
{ co:'END', ac:doEnd, kc:VK_END },
{ co:'Insert', ac:doToggleInsert, kc:VK_INS },
{ co:'CursorUP', ac:doCursorUp, kc:VK_UP },
{ co:'CursorDOWN', ac:doCursorDown, kc:VK_DOWN },
{ co:'CursorLEFT', ac:doCursorLeft, kc:VK_LEFT },
{ co:'CursorRIGHT', ac:doCursorRight, kc:VK_RIGHT },
{ co:'SDZ', ac:doPageUp, kc:VK_PGUP },
{ co:'SNZ', ac:doPageDown, kc:VK_PGDN },
{ co:'HOME', ac:doCursorHome, kc:VK_HOME },
{ co:'TAB', ac:doTab, kc:VK_TAB },
{ co:'BACKTAB', ac:doBackTab, kc:VK_TAB, mk:MK_SHIFT },
```

The attribute `la` indicates the entries in the selection list.

```
{ la:'K1', ac:'K1', kc:VK_F1, mk:MK_CTRL },
{ la:'K2', ac:'K2', kc:VK_F2, mk:MK_CTRL },
{ la:'K3', ac:'K3', kc:VK_F3, mk:MK_CTRL },
...
{ la:'K14', ac:'K14', kc:VK_F2, mk:MK_CTRL+MK_SHIFT },
{ la:'F1', ac:'F1', kc:VK_F1 },
{ la:'F2', ac:'F2', kc:VK_F2 },
...
{ la:'F24', ac:'F24', kc:VK_F12, mk:MK_SHIFT },
{ la:'ClearScr', ac:'ClearScreen' },
{ la:'DUE2', ac:'DUE2' },
{ la:'InsClip', ac:doInsertClipBoard, kc:VK_V, mk:MK_CTRL+MK_SHIFT },
```

The following la attributes indicate the selection list for the P keys.

```
{ la:'P1', ac:'PKEY1', kc:VK_1, mk:MK_CTRL, sl:'pkeys' },
{ la:'P2', ac:'PKEY2', kc:VK_2, mk:MK_CTRL },
...
{ la:'P20', ac:'PKEY20', kc:VK_0, mk:MK_CTRL+MK_SHIFT },
```

Do not close the last entry in the table with a comma. If you do close the entry with a comma, the program will wait for a further entry before the literal end ( ]).

```
{ la:'P', ac:'PKEYS' }
];
```

8.3.4 Interaction between wtCommonBrowserFunctions.js and wt<*browser*>BrowserFunctions.js

The file `wtCommonBrowserFunctions.js` contains the Javascript code which will be run for all browsers. The `wt<`*browser*`>BrowserFunctions.js` files contain the Javascript code which will be run depending on the current browser. For example, `wtGeckoBrowserFunctions.js` contains the Javascript code for Gecko-based browsers.

After creation of the base directory, the files are located in the directory <*basedir*>`/wwwdocs/javascript`.

If you want to adapt the Javascript code in these files you will need specialist knowledge of browser behavior and browser interaction with Web*Transactions*. The following text describes the interaction between the functions and data structures as supplied with the product.

Symbols

The file `wtCommonBrowserFunctions.js` is called before the files `wt<`*browser*`>BrowserFunctions.js` and `wtKeysOSD.js`. This file contains the definition of the variables for symbolically invoking the keys in the other `*.js` files.

```
// some symbolic keycodes /////////
   VK_TAB   =  9;
   VK_RETURN= 13;
   VK_SHIFT = 16;
   VK_CTRL  = 17;
   VK_ALT   = 18;
   VK_PAUSE = 19;
   VK_ESC   = 27;
   VK_PGUP  = 33;
   VK_PGDN  = 34;
   VK_END   = 35;
   VK_HOME  = 36;
   VK_LEFT  = 37;
   VK_UP    = 38;
   VK_RIGHT = 39;
   VK_DOWN  = 40;
   VK_INS   = 45;
   VK_0     = 48;
   VK_1     = 49;
   ...
   MK_NONE  = 0;
   MK_CTRL  = 1;
   MK_ALT   = 2;
   MK_SHIFT = 4;
```

Key mapping functions

`function wtCreateKeyMap()`

Generates, from the `wtKeyMappingTableInput` table, a structure which is simpler and quicker to access at runtime. The call is made from `wtKeysOSD.htm`. The call is absolutely necessary; without this call, mapping cannot take place.

`function wtCreateKeySelectList()`

Generates, from the `wtKeyMappingTableInput` table, one or more selection lists. The call is made from `wtKeysOSD.htm`. It is possible to suppress the list by leaving out the call for this function in `wtKeysOSD.htm`; the function keys will remain operative.

Following this example it is easy to describe other functions. You can, for example, generate a key or a table component for each function.

`function wtHandleKeyboard( modifier, keyCode )`

Called from `wt<browser>BrowserFunctions.js` when a key is pressed. `wtHandleKeyboard()`, on the basis of the structure generated by`wtCreateKeyMap()`, can now establish if an action has been assigned to this key: If an action has been assigned, it will be run. If no action has been assigned, the keyboard event will be left to the browser.

Callback functions in key mapping

The file `wtCommonBrowserFunctions.js` also provides functions used by the table `wtKeyMappingTableInput` (see the attribute `ac` on page 144).

Most of these functions return `false` as a result in order to indicate that no general mapping for these keyboard entries is available. In this case you should use the default behavior of the current browser. This default behavior will be uploaded to the `wt<browser>BrowserFunctions` files where required by functions with the same names (see page 151).

Procedure

The behavior described above is obtained as follows:

1. Whenever a PC key is pressed, the browser calls the function `onKeyDown` from the file `wt<browser>BrowserFunctions.js`.
2. The function `onKeyDown` transmits the `modifier key` and the `key code` (see the `wtKeyMappingTableInput` table on page 144), and then calls the function `wtHandleKeyboard` (if this is present) in the file `wtCommonBrowserFunctions.js`.
3. The function `wtHandleKeyboard` recognizes if an action is defined for this key in the table `wtKeyMappingTableInput` under `ac` (see page 144).

If there is a function pointer under `ac`, the further procedure continues as follows:

4. `wtHandleKeyboard` calls the function and then returns the callback value at `onKeyDown`.

   This occurs with actions such as `HOME`, `TAB` or `CursorDown`. The callback function is used at this stage to process actions on the client PC with the aid of the browser.
5. The function `onKeyDown` signals to the browser that the key has just been pressed (callback value `true`). In this case the browser will no longer react to the key. If this is not the case, the browser will run its standard reaction for the current keyboard entry.

If there is a character string under `ac`, the further procedure continues as follows:

4. The content of the `string` is transferred to the attribute `wt_special_key.value` (see section “wtKeysOSD.htm template” on page 90). The form is transferred to Web*Transactions* together with the value of `ac` (e.g. "`@1`" as the PF1 key) as a special function.
5. In this case the callback value to the browser is always `true` (the key is processed immediately. The browser no longer reacts to the key.

If the attribute `ac` is not defined (i.e. no action has been assigned to the key pressed), the callback value `false` will be signalled to indicate that the browser will handle the keyboard entry.

Web*Transactions*-specific callback functions

Web*Transactions* provides a series of special implementations of the callback functions designed for individual browser types.

Some of the following functions are uploaded by`wtGeckoBrowserFunctions.js` depending on the capabilities of the Gecko browser. `wtExplorerBrowserFunctions.js` will upload all these functions (most of the possibilities are recognized by Internet Explorer) and then run the functions described below.

You can also develop customized callback functions in order to extend the user interface. In this case, you should ensure that a function invoked in the table`wtKeyMappingTableInput` (see page 144) is also defined in the file `wtCommonBrowserFunctions.js` and in the corresponding file `wt<`*`browser`*`>BrowserFunctions.js`.

`function doCursorUp()`
: Positions the cursor in the entry field above the current cursor position.

`function doCursorDown()`
: Positions the cursor in the entry field below the current cursor position.

`function doCursorLeft()`
: If the cursor is at the start of an entry field, moves the cursor to the end of the previous entry field. Otherwise, the browser will react to the key entry (moving the cursor inside the field).

`function doCursorRight()`
: If the cursor is at the end of an entry field, moves the cursor to the start of the next entry field. Otherwise, the browser will react to the key entry (moving the cursor inside the field).

`function doCursorHome()`
: Positions the cursor at the start of the first entry field.

`function doTab()`
: Skips to the start of the next entry field.

`function doBackTab()`
: Skips to the start of the previous entry field.

`function doToggleMark()`
: The marking of the entry field where the focus is located, is toggled.

`function doToggleInsert()`
: Toggles between the Insert and Overwrite modes.

8.3.5 Using the WT_BROWSER object

In order to avoid having to transmit the browser properties and font sizes many times during a session, WebTransactions creates the object `WT_BROWSER` at the beginning of each session. It is then available globally during the whole session.

The `WT_BROWSER` object contains the following attributes:

– Browser ID
– Browser version
– Browser properties
– Font size to be used

These attributes are used in the following templates:

– All templates generated with the master templates `OSD.wmt` or `OSD_Pocket.wmt` (e.g. AutomaskOSD.htm).

– `wtBrowserFunctions.htm`
`wtBrowserFunctions.htm` includes `wt<`*browser*`>BrowserFunctions.js` and gives the font size (and other properties).

Font size in the attribute WT_BROWSER.charSize

In the `WT_BROWSER` object the attribute `WT_BROWSER.charSize` has the default setting `14` (previous static value).

If the attribute `WT_POSTED.wtCharSize` already exists at the start of a session then its value will automatically be taken over by `WT_BROWSER.charSize`. This feature makes it possible for individual users to set their own font sizes (depending on the screen resolution setting).

The value of `WT_BROWSER.charSize` can also be set while a session is running by using the method `WT_BROWSER.setCharSize()`.

You should not try to edit the attribute `WT_BROWSER.charSize` directly because other attributes depend on this value.

You can re-initialize the object `WT_BROWSER` using the method`WT_BROWSER.refresh()`. This will also refresh the attributes `WT_SYSTEM.CGI.HTTP_USER_AGENT` and `WT_POSTED.wtCharSize`. This procedure would make sense, for example, when a running session in a roaming session is taken over by another browser (for details on roaming sessions, see the Web*Transactions* manual “Concepts and Functions”).

Example application of WT_BROWSER.charSize

Allows a user on the call page of a Web*Transactions* application to select the font size to be used for displaying the application (e.g. via a selection list):

```
Font Size:
<select name="wtcharSize">
   <option value="12">12
   <option value="14" SELECTED>14
   <option value="17">17
   <option value="20">20
</select>
```

At the start of the session, these entries will automatically be taken over when the attribute `WT_POSTED.wtCharSize` is evaluated. All the size settings in `AutomaskOSD.htm` and in the generated templates will depend on this value.

You can also use Javascript to make the entry field for `wtcharSize` dependent on the screen width. You can do this, for example, when you call up a page via a Submit button with a entry field for the font size:

```
<body onload="document.forms.wtaform.wtCharSize.value =
             Math.round(screen.width/75)">
<form method="post" name="wtaform"
             action="/scripts/WTPublish.exe/D:/webta/basedir?Start">
<input type="submit" value="Start">
Font Size:
<input type="text" name="wtCharSize">
...
</form>
</body>
```

8.3.6 P key support

A 9750 terminal also provides you with programmable keys (P keys) which you can customize with the functions of your choice. In order to make P keys programmable from WTML, Web*Transactions* for OSD provides an additional set of objects for the host control object `WT_KEY` (see section “Host control objects” on page 134).

These objects are marked with `PKEY`*n*, where *n* is a value from `1` to`255`. `PKEY` objects are only displayed in the object tree of the Web*Lab* development environment when the corresponding P keys for the emulation have been defined.

Even though a 9750 terminal only supports 20 P keys, in Web*Transactions* for OSD you can define 255 `PKEY` objects. The Javascript file `wtKeysOSD.js` contains the programming for the P keys from `P-1` to `P-20` ready to use. You can adapt or expand this file to your requirements (see section “Mapping keys in wtKeysOSD.js” on page 143).

8.3.6.1 Definition in WTML

When you define `PKEY` objects in WTML, you should note the following points:

- Each `PKEY` can be defined with a sequence of up to 255 characters.
- The following replacement mappings can be used for terminal functions. The replacement mappings are reconstructed when the P keys are read.
  - `[AM]`, `[EM]`,
  - `[DUE]`, `[DUE2]`,
  - `[P`*n*`]` with 1 <= *n* <= 20
  - `[F1]`, `[F2]`, `[F3]`, `[F4]`, `[F5]`
  - [K*n*] with 1 <= *n* <= 14
  - `[SMR]`, `[SML]`, `[SMO]`, `[SMU]`, `[SNZ]`, `[SBA]`, `[SZA]`, `[SDZ]`, `[TAR]`, `[TAL]`
  - `[EFG]`, `[AFG]`, `[AFZ]`, `[EFZ]`, `[LZF]`, `[LSP]`, `[LVD]`, `[MAR]`, `[FAZ]`, `[LZE]`, `[RS]`
- `PKEY` numbers must not contain leading zeros.
- In order to ensure compatibility with protocol 810, the following rules should be observed:
  - All `PKEYs` (1 to 255) can be defined and used at all times.
  - However, only the keys from `PKEY1` to `PKEY20` can be chained and read by the host application (terminal function `LPBE` = Read P area).

Example

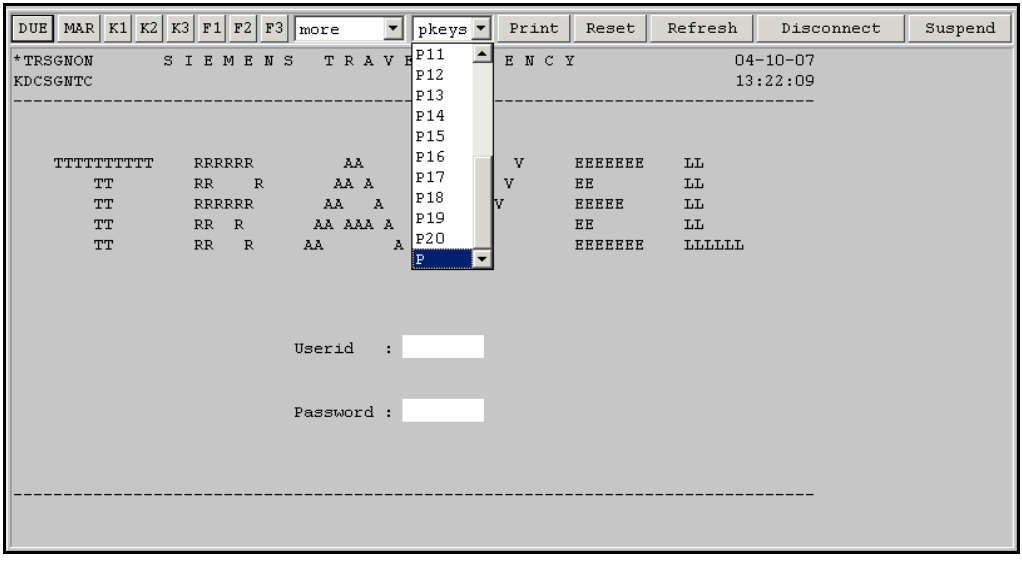
```
...
WT_KEY.PKEY1 = 'SH-USER-STA[EM][DUE]';
WT_KEY.KEY = 'PKEY1';
host.send();
...
```

8.3.6.2 wtPKEYS.htm template

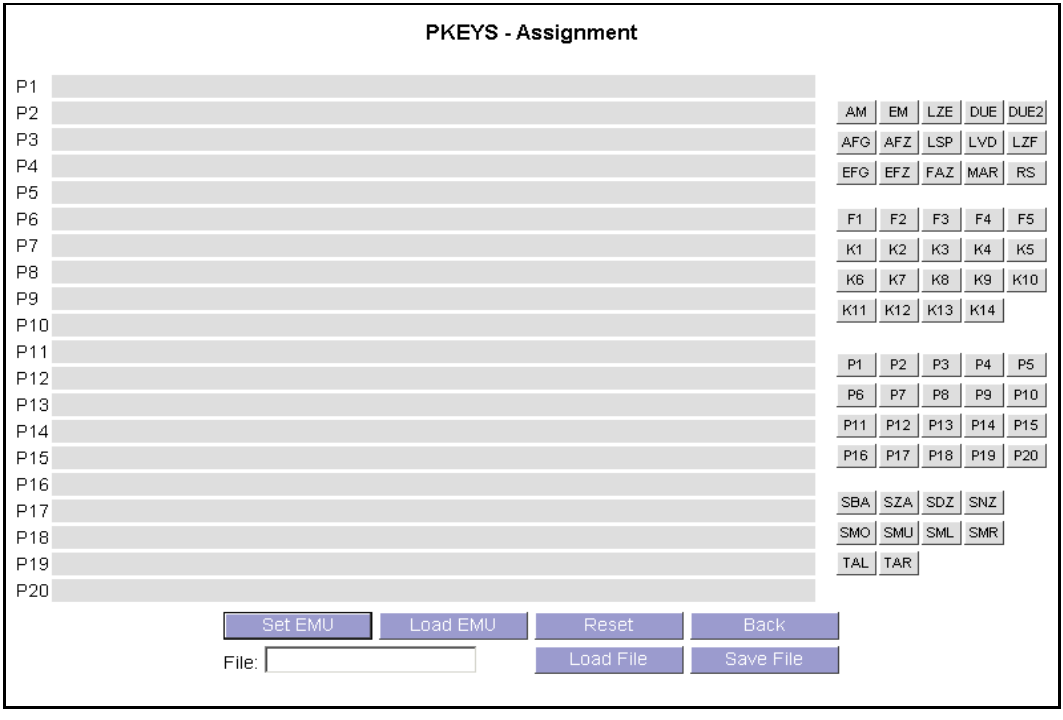
The template `wtPKEYS.htm` supplied provides a simple method for programming the P keys on the browser. The template is an example only and you can edit or extend it to suit your own particular needs. The example can be used, for example, to store the P keys in a freely selectable file. In order to automatically restore the last content of the P keys for the user at the start of each new session, you can store the P keys in a file whose name includes the host name or the user ID.

To call the template and assign the P keys, proceed as follows:

- On the screen of your host application, select the command **pkeys**/**P**.



In the current session, this entry will call `wtPKEYS.htm` instead of the current template with the function `setNextPage()`.



This screen allows you to assign functions to the listed PKEYs.

The data processed in this screen is managed in a separate processing memory. Only when you press the **Set EMU** button are the values programmed in the emulation.

You have two options:

– Make your entries directly into the line concerned.

– Click on the button for the function you require. The corresponding replacement mapping will be entered in the cursor position provided that the browser supports transmission of the cursor in the entry field. If this is not the case, the replacement mapping will be appended at the end of the entry field which has just been used. The assignment of functions to buttons is specified in the template `wtPkeyValues.htm` which is included in `wtPKEYS.htm`. The function keys have the following meaning:

`AFG`	Remove character
`AFZ`	Remove line
`AM`	Home mark
`DUE` or `DUE1`	Start data transmission with `DU1`

DUE2	Start data transmission with DU2
EFG	Insert character mode
EFZ	Insert line
EM	End mark
F1 .. F5	Function keys
FAZ	Reset the field separators to their original status (field start character FBZ and display control character ASZ); e.g. markings made with MAR
K1 .. K14	Short message
LSP	Delete image
LVD	Delete variable
LZE	Logical line end
LZF	Delete up to line/field end
MAR	Mark field
P1 .. P20	Programming key
RS	Reset the emulation (e.g. after EFG)
SBA	Cursor to start of image
SDZ	Cursor to start of previous line
SML	Cursor left
SMO	Cursor up
SMR	Cursor right
SMU	Cursor down
SNZ	Cursor to start of next line
SZA	Cursor to line start
TAL	Tabulator left
TAR	Tabulator right

Use the action buttons in the template to control how the P key assignments will be processed:

Set EMU
Loads the P key assignment from the processing memory to your emulation.

Load EMU
Reads the content of the currently defined `PKEYs` from the emulation to the processing memory.

Reset
Resets the screen content.

Back
Returns you to the screen of the host application. Assignments which have not been saved will be lost.

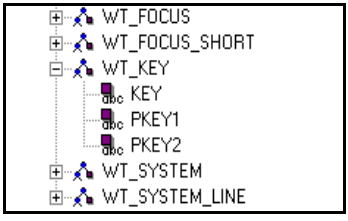
Load File
Loads the contents of the P keys from the XML file that you specified under **File** to the processing memory. The XML file must contain the P key assignments and must be in the base directory of the Web*Transactions* application under `Pkeys`.

Save File
Saves the assignment to the XML file you specified under **File**. The entry in **File** does not require the suffix `.xml`. The XML file will be created in the base directory of the Web*Transactions* application under `Pkeys`.

P keys programmed during an emulation session will be lost at the end of the session. If you want to use the assignment during the next session, you must load the XML file again with **Load File** and **Set EMU**. The options available for using the contents of the P keys for the next session can be found in the section “Saving PKEYs” on page 161.

8.3.6.3 Handling PKEYs

The PKEYs are created as objects under WT_KEY.



To edit the objects, use the template wtPkeyFunctions.htm with the following methods The methods are defined in the classWT_PKEYS. wtPkeyFunctions.htm is also included in wtPKEYS.htm.

Methods for WT_PKEYS class objects

WT_PKEYS([*number*])
: The constructor specifies the number of entered PKEY objects under the object WT_KEY.
Default value: 20

setDirectory(*directory*)
: Specifies the directory where the XML file with the PKEY assignments is to be created.
Default value: *base directory*/Pkeys

setFileName(*file*)
: Specifies the name for the XML file with the PKEY content. The file is created relative to the directory which has been set with setDirectory().

getFileName()
: Supplies the file name specified with setFileName().

setPassword(*password*)
: Specifies the password to be used to protect the XML file.

readFromFile()
: Reads the PKEYs from the file specified with setDirectory() and setFileName().

saveToFile()
: Writes the content of the PKEY assignment in the file specified with setFileName(). After a call from setClusterParameter() the file will be distributed to the other cluster members.

loadFromEmu()
: Reads the content of PKEYs from the emulation.

`setToEmu()`
: Loads the content of `PKEYs` to the emulation.

`getKeyValue(`*number*`)`
: Supplies the content of the specified `PKEY` from the `WT_PKEY` instance.

`setKeyValue(`*number*`,`*value*`)`
: Sets the `PKEY` entered with a *number* in the `WT_PKEY` instance to the value *value*.

`initClusterParameter (`*file*`,`*user*`,`*password*`,`*clusterName*`)`
: Creates a transfer file for all the values required for the distribution of files in a cluster configuration (see Web*Transactions* manual "Concepts and Functions").

  file Name of the transfer file used in the `setClusterParameter()` method. The file will be created in XML format with the suffix `.xml`.

  user, *password*
  : User name and password to enable file distribution in the cluster.

  clusterName
  : Name of the cluster configuration.

  As a preparatory step, the `initClusterParameter()` method must be called up once on the cluster controller. The resulting *file*`.xml` file can then be distributed to the cluster members using Web*Lab*. You must repeat this procedure if the cluster definition or the access rights have been changed. The user name *user* and the password *password* must have access to the corresponding base directory on all the participating machines.

`setClusterParameter(`*file*`)`
: Specifies that `saveToFile()` should use the cluster definition set with `initClusterParameter()` in order to be able to distribute the `PKEYs` to the cluster members.

8.3.6.4 Saving PKEYs

In a terminal emulation installed on a client PC, the contents of `PKEYS` is saved locally on the PC under the protection of the Windows user name. The contents are available when a new emulation call is made and, depending on the operating system, are also protected against access by other users.

However, this does not apply to Web*Transactions* where the host adapter simulation runs on the server. Host adapters and emulations have no way of knowing which PC and which user name were used to log on to the current session on the client PC.

This means that various measures are available in order to restore the previous content of the P keys to the next session for the same user and in order to protect the P key content from unauthorized access. These measures depend on the current customer specifications.

There are several ways of regularly saving the `PKEY` content:

- You can use the `PKEY` assignment that you set with the WTBean `wtcSingleSignOn`. In this case, you must create the `PKEY` assignment in the Web*Transactions* object tree area that is saved for each user by `wtcSingleSignOn` (see WTBean documentation).
- You can save the `PKEY` assignment so that is one-to-one assigned to a user, for example,
  - in a file whose name is derived from an IP address or a PC name.
    This procedure is not possible in the PROXY operating mode.
  - in a file whose name is saved in a cookie. You must ensure that the file name is only assigned once.
    This procedure is not possible where cookies are not allowed.
  - in a file whose name is derived from a user name.
    This option may be restricted depending on the following questions:
    - Is `VBScript` allowed?
    - Is the user name at the Windows log-on unique in the group of users belonging to the Web*Transactions* application?
  - Using a cookie directly.
    This procedure is not possible where cookies are not allowed. This option can be restricted by the maximum length of the cookie permitted.

8.4 Start templates for OSD

After the Web*Transactions* application is started (via an entry page or by direct input of the URL), the parameters for the connection to the host application must be set in a start template.

Web*Transactions* provides you with ready-made start templates, which you can use as the basis for your own start templates. You have two options:

- **the start template set (ready-to-use)**

  This start template set can be used immediately. The required parameters are re-entered on every start and most of them are set to normal default values. It is suitable for starting an individual host application or several host applications integrated in a Web*Transactions* application.

  The set consists of the general start template `wtstart.htm`, which you can use for example to create communication objects and switch between different parallel host connections, as well as specific start templates for the individual host adapters. The start template `wtstartOSD.htm` is supplied specially for Web*Transactions* for OSD. This OSD-specific start template is described in section “OSD-specific start template in the start template set (wtstartOSD.htm)” on page 163. The general start template is described in the Web*Transactions* manual “Concepts and Functions”.

- **WTBean for the generation of a start template**

  To connect an individual OSD application, you should use a specially generated start template. The WTBean `wtcStartOSD.wtc` helps you to generate such templates.

8.4.1 OSD-specific start template in the start template set (wtstartOSD.htm)

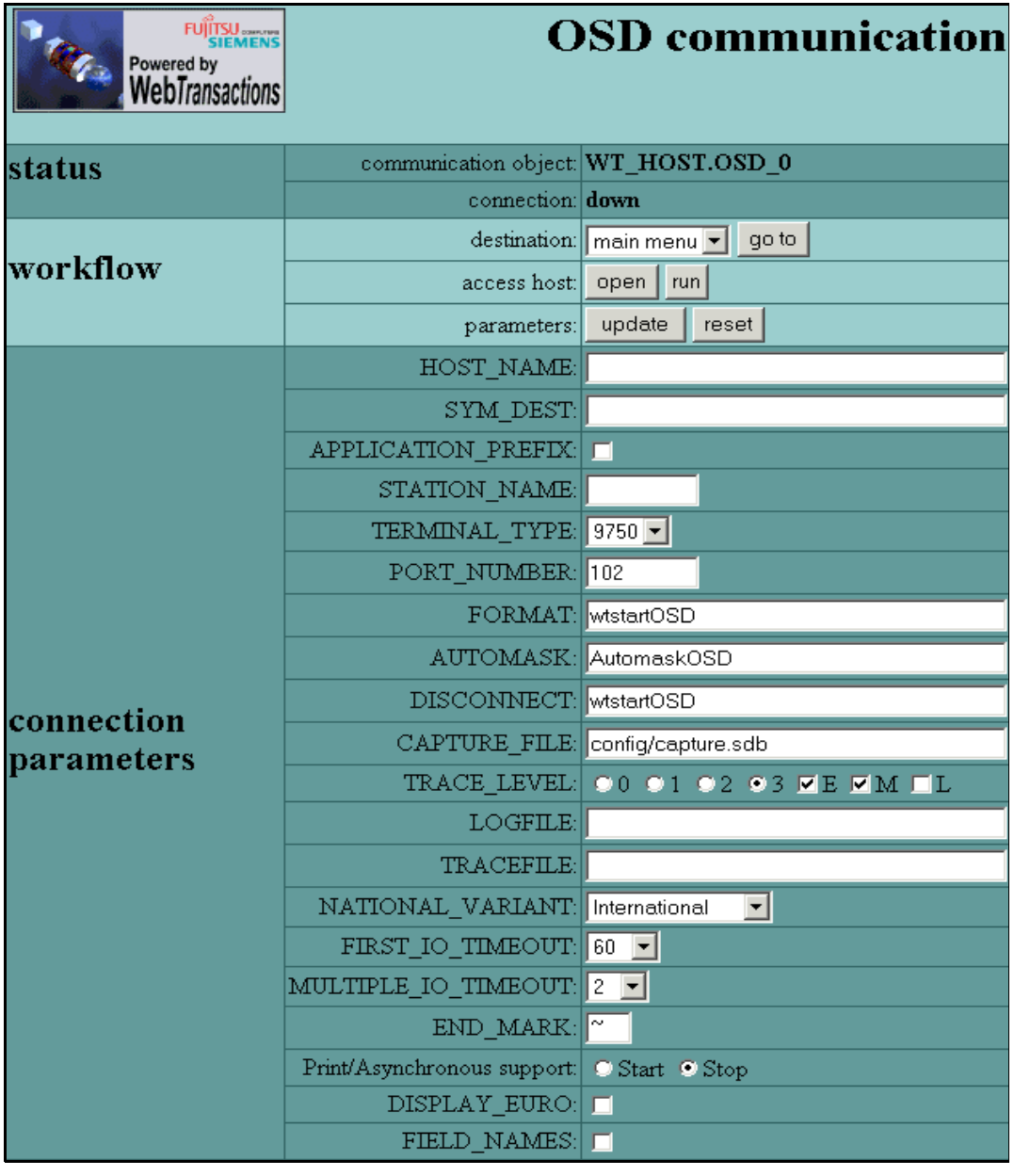
If you selected the `OSD` protocol in the general start template `wtstart.htm` (described in the Web*Transactions* manual "Concepts and Functions") and created a new communication object, the system branches to the `wtstartOSD.htm` template. This template allows you to set OSD-specific parameters:

– You can define connection parameters and open a connection to an OSD application. If you select the **run** option, the connection to the host application is established (**open**) and the first screen of the application is fetched (**receive**).

– If you select the **open** option, a connection is established to the host application and the `wtstartOSD.htm` template is displayed again. If the connection was opened successfully, this template contains additional buttons for communicating with the OSD application. If you select **close**, the connection to the host application is shut down.

– If you select the **receive** option, the `wtstartOSD.htm` template is displayed again. It now contains a new **host attributes** section in which you can set the host attributes, for example, for pop-up recognition. Clicking on the **enter dialog** button displays the first screen of the host application.

Setting connection parameters and opening the connection



In the **connection parameters** area, you can set system object attributes with the same name to the desired values (see section “System object attributes” on page 113).

In the **workflow** area, you define the next action to be performed.

destination
In this field, you can select the template to be used. Then click on `go to` to branch to the selected page. The default value here is `main menu`, and allows you to return to the general entry page `wtstart.htm`. If several connections are already open, they are offered for selection. The system then branches to the respective host adapter-specific start templates of these connections.

access host
This field contains the actions that can be performed in the current session. If a connection has not yet been opened, the only options available are **open** and **run**:

open
This button opens a connection to the host. The start template now displays additional buttons for communication.

run
Like **open**, this button also opens a connection to the host. However, this also retrieves the first message from the host and displays it in the Web browser.

parameters
The **reset** button resets the parameters to the status received by the browser. The **update** button allows you to send the values of the page to Web*Transactions* without engaging in communication with the host.

Establishing communication (only possible during a connection to the host that was opened using open)

As soon as a connection is opened, the following buttons for communication with the host application are provided in the **workflow** area under **access host**. During communication, only the buttons supported at each point in the process are offered for selection. If you selected **open**, these are the **receive** and **close** buttons:

receive / send

The **receive** and **send** buttons toggle.

receive receives the next message from the host application and expands the start template in order to set the host attributes. **send** sends a message to the host application. **send** sends the current data buffer without modifying the data.

close

This button closes the connection to the host application and returns to the first page displayed. There you can select and open a new connection.

Setting the host attributes (only possible when a connection to the host is open and at least one dialog has taken place with the host using send/receive)

A new section, **host attributes**, is available in which you can specify the host attributes for pop-up recognition and key conversion. The following buttons may also be displayed during communication if a message was received from the host application.

receive / send

The **receive** and **send** buttons toggle.

receive receives the next message from the host application and expands the start template in order to set the host attributes. **send** sends a message to the host application. **send** sends the current data buffer without modifying the data. If you wish to send a screen containing modified data to the host application in the first step, you should select **enter dialog**.

enter dialog / resume dialog

This button branches directly to the next host application screen. You can then complete this screen and send it to the host application.

If you return to this page from an active host application by selecting the **suspend** button, the **resume dialog** button appears in place of the **enter dialog** button.

close

This button closes the connection to the host application and returns to the first page. There you can select and open a new connection.

8.4.2 WTBean wtcStartOSD.wtc for the generation of a Start template

To connect an individual OSD application you can generate an application-specific start template. To do this, you use the WTBean `wtcStartOSD.wtc`. This is a standalone WTBean.

`wtcStartOSD.wtc` contains the inline WTBean `wtcOSD.wtc` which can be used to create a new OSD communication object, and thus to establish a connection to an OSD application (see the section "Creating a new OSD communication object (wtcOSD)" on page 169).

Before you can access WTBeans there must be a connection to a Web*Transactions* application.

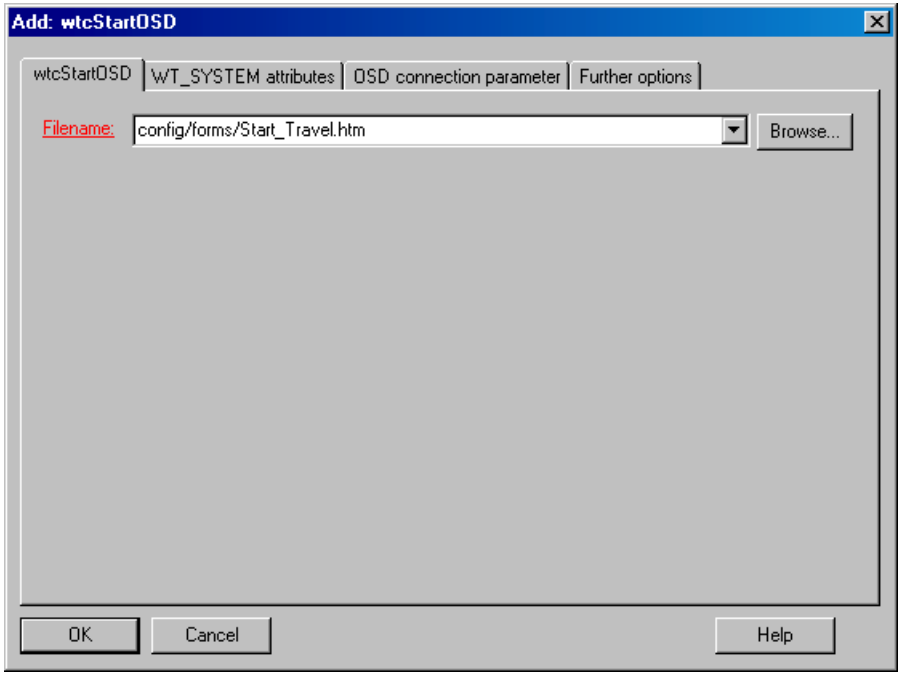
You use the **File/New/wtcStartOSD** command to open the WTBean for editing. Web*Lab* generates the **Add:wtcStartOSD** dialog box which contains four tabs:

– In the **wtcStartOSD** tab you specify the name of the start template you want to generate.

– In the **WT_SYSTEM attributes** tab you specify the most important system object attributes.

– In the **OSD connection parameters** tab you specify the most important connection parameters.

– In the **Further options** tab you can edit all the parameters for the connection to the OSD application within a tree structure.



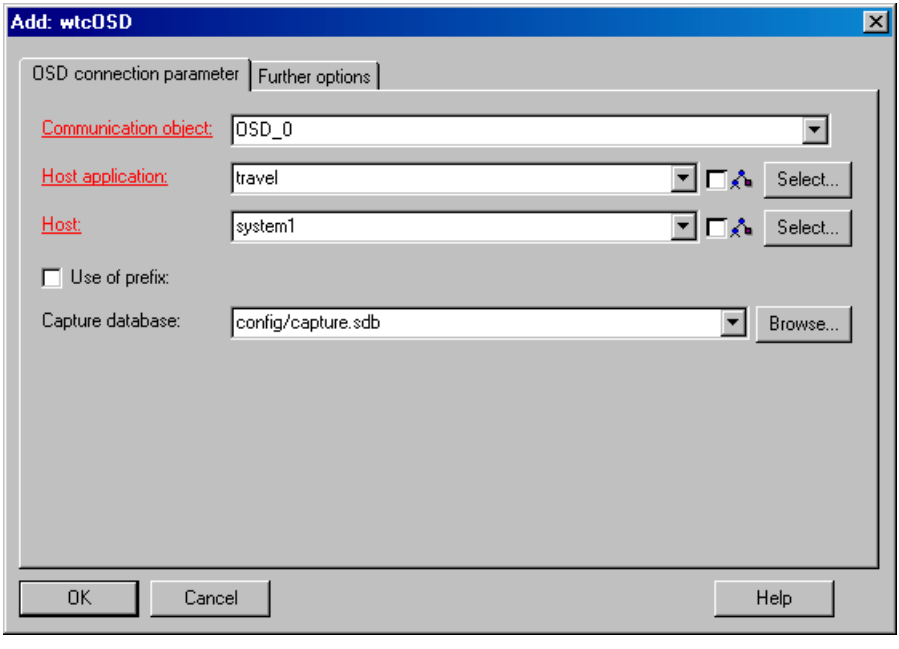
The generated start template itself does not generate any pages in the browser. When Web*Transactions* is started, the template corresponding to the first format received from the host application is displayed. This is due to the `wtinclude` tag at the end of the Start template.

8.5 Creating a new OSD communication object (wtcOSD)

TheWTBean `wtcOSD` is supplied in order to enable you to create a new OSD communication object in a template and thus establish a connection to an OSD application. You can also use this WTBean to open multiple connections in parallel. `wtcOSD` is and inline WTBean. For more information, see the Web*Transactions* manual "Concepts and Functions".

Before you can access inline WTBeans, there must be a connection to the Web*Transactions* application and the template in which you want to insert the WTBean must be open.

You use the **Add/WTBean/wtcOSD** command to open the WTBean for editing. Web*Lab* generates the **Add:wtcOSD** dialog box:



In this dialog box you can edit the parameters for the new communication object. The most important parameters can be found in the first tab, **OSD connection parameters**. The mandatory parameters are displayed in red. You can edit all the other parameters in a tree structure in the **Further options** tab.

Once you have entered values for the parameters and clicked **OK** to confirm your settings, the code of the WTBean is generated from the parameters and the description file and is inserted at the cursor position in the opened template.

The WTBean is made up of protected and unprotected code areas. The protected areas are grayed out. In these areas, you are only able to influence the WTBean via the interface. To do this, select the **Edit WTBean** command from the context menu of the start line of the WTBean (in pink) (see the Web*Transactions* manual “Concepts and Functions”).

9 Using print/asynchronous support

If you enable print/asynchronous support, Web*Transactions* automatically checks for asynchronous messages or print information at definable intervals.

If asynchronous messages are found, the application screen displayed in the browser is automatically updated (automatic refresh). If print information is found, it is printed out.

Web*Transactions* provides print/asynchronous support via the frame set described in section “Functionality of print/asynchronous support” on page 172. JavaScript must be permitted in the configuration of your Web browser.

9.1 Enabling print/asynchronous support

To enable print/asynchronous support, you must set the `WT_ASYNC` attribute of the connection-specific system object to `"YES"` (the default value is `"NO"`).

If you use the supplied start template `wtstartOSD.htm` to start a Web*Transactions* session, click on the **Start** radio button for the option **Print/Asynchronous support**.

If you use your own start template, you must insert an assignment where `WT_ASYNC` is set to `Yes` in order to be able to start print/asynchronous support. This is usually carried out via the WTBean `wtcOSD` by setting the **Enable asynchronous messages** entry to **Yes**.

The browsers in common use today that support the `<iframe>` HTML tag enable unlimited print support even without the activation of the `WT_ASYNC` attribute. Existing print data is checked only for every dialog step triggered by the user. Asynchronous print data using BYPASS printing may be printed with a delay.

9.2 Functionality of print/asynchronous support

Print support and asynchronous support operate according to the same principle.

- If the browser does not support the `<iframe>` HTML tag and print/asynchronous support is enabled (i.e. `WT_ASYNC` is set to `"Yes"`), a script in the `wtBrowserFunctions.htm` template starts the frame set `wtframes.htm`.

  `wtframes` consists of two frames:

  – An application frame in which the host application screens are displayed as normal.

  – An “invisible” control frame designed exclusively for querying whether asynchronous messages or print information is available, and for initiating appropriate actions if necessary. In this control frame, the template `wtasync.htm` which is made available by Web*Transactions* takes control. It is assigned to the same session as the application frame. In this template, Web*Transactions* operates in so-called asynchronous mode which does not affect the dialog flow of the host application.

  Since the application frame occupies the entire browser window and the control frame is not visible on the interface, the Web browser user is not aware that the session is being conducted with a frame set after print/asynchronous support is enabled. When you close the connection and return to the start template, the frame set is automatically unloaded.

  Format of the wtframes.htm template

```
<html>
  <head>
    <title>WebTransactions</title>
  </head>
  <frameset rows="100%,*" border="0">
    <frame name="application" src="##WT_System.HREF_ASYNC#" />
    <frame name="control"
src="##WT_System.HREF_ASYNC#&WT_ASYNC_PAGE=wtasync" />
  </frameset>
</html>
```

- If, on the other hand, the browser supports the `<iframe>` HTML tag and print/asynchronous support is activated (i.e. `WT_ASYNC` has been set to `"Yes"`), only the “invisible” control frame is called inline (with `<iframe>`) in which the template `wtasync.htm` made available by Web*Transactions* takes control.

Control frame: wtasync.htm

The processing steps involved in handling asynchronous message and the print functionality are defined in the control frame. The control frame must contain a `wtDataform` tag with the attribute `asyncPage="wtasync"`. This indicates that the template is outside the dialog sequence (see sections on asynchronous dialog in the Web*Transactions* manual "Concepts and Functions").

The basic framework of the `wtasync.htm` template is shown below:

```
<html>
<body>
    <wtDataform name="async" asyncPage="wtasync">
    </wtDataform>
    <wtOnCreateScript>
    <!--
      host = WT_HOST.active;
      if ( host.WT_SYSTEM != null )
        host_system = host.WT_SYSTEM;  // Private System Objects
      else
        host_system = WT_SYSTEM;       // Public  System Objects


        Processing steps for print requests
        ... (see page 182)

        Handling of asynchronous messages
        ... (see page 178)

    //-->
    </wtOnCreateScript>
  </body>
</html>
```

wtBrowserFunctions.htm template

The `wtBrowserFunctions.htm` template plays an important role in print/asynchronous support. `wtBrowserFunctions.htm` contains a script that performs the following actions when print/asynchronous support is enabled:

– Starts the `wtframes` frame set, if this is necessary but has not already been loaded.

– Begins the cyclical submission (`Submit`) of the control frame.

Structure of the script in `wtBrowserFunctions.htm`:

```
<wtIf ( wtCurrentComm_system.WT_ASYNC == 'Yes')>
  <wtrem>support of asynchronous message and printing with browsers not
supporting <iframe>//////</wtrem>
  <script type="text/javascript">
  <!--
  function AutomaticRefresh()
  {
    if( parent.control && parent.control.document.forms[0] ) {
      parent.control.document.forms[0].submit();
    }
    setTimeout('AutomaticRefresh()', 5000);
  }
  if( !parent.control )
  {
    self.location.href =
'##WT_SYSTEM.HREF_ASYNC#&DUMMY=##WT_SYSTEM.FORMAT_STATE#' +
      '&WT_ASYNC_PAGE=wtframes';
  }
  else
  {
    ##(wtCurrentComm_system.HARDCOPY == 'Yes' || wtCurrentComm_system.BYPASS
== 'Yes') ?
       'AutomaticRefresh();' :
       'setTimeout("AutomaticRefresh()", 5000);'#

  }
  //-->
</script>
  <wtElse><wtIf ( (wtCurrentComm_system.HARDCOPY == 'Yes' ||
wtCurrentComm_system.BYPASS == 'Yes') && WT_BROWSER.acceptIframe )>
  <wtrem>just synchronous support of printing with browsers supporting
<iframe>//////////////////////////</wtrem>
```

```
  <iframe id="asyncFrame"
style="visibility:hidden;height:0;position:absolute;"
src="##WT_SYSTEM.HREF_ASYNC#&WT_ASYNC_PAGE=wtasync"></iframe>
  </wtIf></wtIf></wtIf>
```

It is possible to modify the time interval at which the control frame is cyclically submitted (default value: 5000 ms).

9.3 Handling asynchronous messages

Asynchronous messages are messages sent to the terminal without being expressly requested by the user - i.e. without the user pressing a particular key or clicking an interface element.

If you access a host application that uses asynchronous messages via the Web, Web*Transactions* acts as a terminal and accepts asynchronous messages. However, by the time an asynchronous message is received by Web*Transactions*, the current page has already been sent to the browser. The modification caused by the asynchronous message is not apparent until the browser page is refreshed.

Without print/asynchronous support, the following problem occurs: the Web browser user cannot determine whether Web*Transactions* has received an asynchronous message and can therefore only refresh the page “on spec”.

Web*Transactions* solves this problem by automatically refreshing the browser page each time an asynchronous message is received - provided that print/asynchronous support is enabled (`WT_SYSTEM.WT_ASYNC="Yes"`). To perform this function, Web*Transactions* uses the `wtframes` frame set or the `<iframe>` HTML tag described in section “Functionality of print/asynchronous support” on page 172.

Regardless of the content of the `WT_ASYNC` attribute, `REFRESH_BY_ASYNC` is set to `Yes` if an asynchronous message has been received. The template is able to evaluate this value and warn the user that the last send request was ignored because of an asynchronous message and will request the user to retransmit the message.

Concept

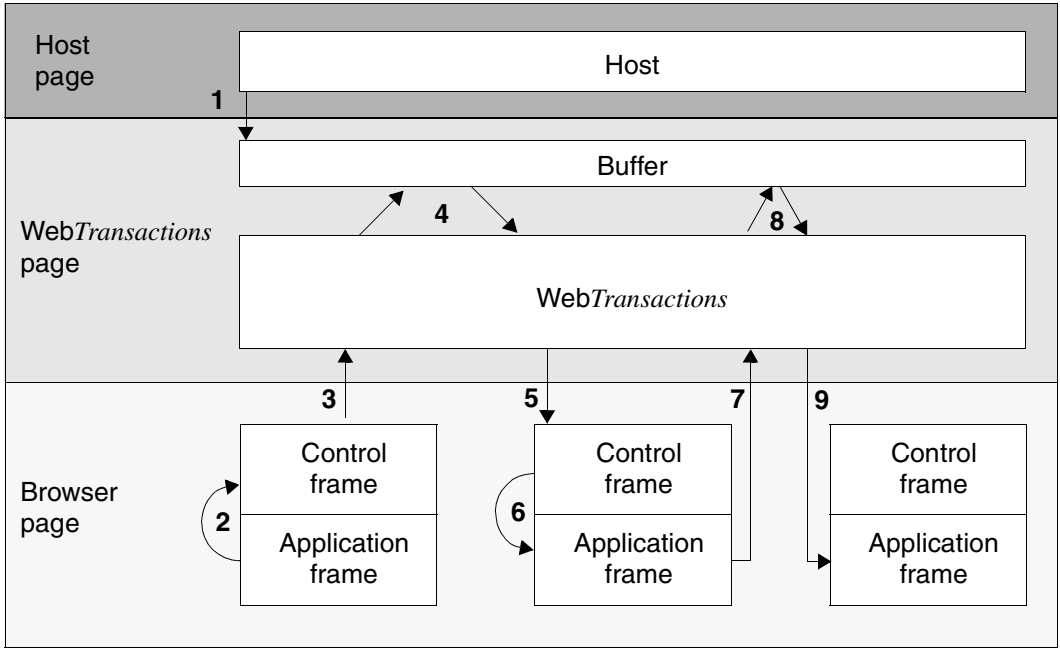


Figure 3: Handling asynchronous messages

1. The host application sends an asynchronous message. This is not immediately processed by Web*Transactions*.
2. `wtBrowserFunctions.htm` starts an additional invisible control frame, if required (if the browser does not support the HTML tag `<iframe>`), via the `wtframes.htm` template.
3. `wtBrowserFunctions.htm` starts an asynchronous call to Web*Transactions* with the `wtasync.htm` template cyclically in the invisible section (`frame` or `<iframe>`).
4. `wtasync.htm` checks whether there is a message that has not been processed (Web*Transactions* responds with `"Yes"` on evaluating `$MESSAGE:WAITING`). If the response is Yes, JavaScript code is generated in the response which then triggers a refresh (see step 6)
5. The control frame receives the response to the asynchronous call.
6. If unprocessed messages are available, the control frame receives a JavaScript instruction which automatically triggers a refresh of the application frame (see “Handling of asynchronous messages defined in wtasync.htm” on page 178).
7. The application frame is then sent to and evaluated by Web*Transactions*.

8. The template responsible for the current screen performs the `send` and `receive` functions as usual. However, as `WT_KEY.KEY` contains the value “Refresh”, no new message is sent to the host, instead all remaining messages from the host are processed.
9. The screen modified by the asynchronous message is sent to the browser and displayed in the application frame.

If you create your own templates for individual formats, you must take account of the area in which asynchronous messages are displayed. This does not occur automatically with Web*Lab* if this area is empty and if the **static** option was set when the Capture function is executed.

Handling of asynchronous messages defined in wtasync.htm

The following processing steps for handling asynchronous messages are defined in `wtasync.htm`:

```
// Support of Asynchronous message ////////////////////////////////////
else if ( host.$MESSAGE.WAITING == "Yes" )
        document.write (
          '<script>' +
          '  if( parent.application && parent.application.document.forms[0]
)' +
          '    parent.application.wtSubmitKey( \'Refresh\' );' +
          '  else if( parent.document.forms[0] && parent.wtSubmitKey )' +
          '    parent.wtSubmitKey( \'Refresh\' );' +
          '</script>' );
      else if (host.$CONNECTION.ALIVE == 'No' )
        document.write (
          '<script>' +
          '  if( parent.application && parent.application.document.forms[0]
)' +
          '    parent.application.wtSubmitKey( \'Disconnect\' );' +
          '  else if( parent.document.forms[0] && parent.wtSubmitKey )' +
          '    parent.wtSubmitKey( \'Disconnect\' );' +
          '</script>' );
```

Firstly, the `WAITING` attribute of the host control object `$MESSAGE` is queried to establish whether asynchronous messages are present. Each time this attribute is queried, Web*Transactions* checks the buffer for asynchronous messages. If it finds a message, the value of `$MESSAGE.WAITING` is set internally to `"Yes"`.

If the value `"Yes"` is returned for `$MESSAGE.WAITING`, the `wtasync.htm` template automatically refreshes the application frame. During this process, it is first checked whether the application frame is active and the `wtSubmitKey` method is present (communication with the host may have been shut down by a disconnect).

Customizing the wtasync.htm template

It is possible to modify the `wtasync.htm` template slightly, thus changing the handling of asynchronous messages. For instance, you may wish to output a message box informing the user that asynchronous messages have arrived instead of automatically refreshing the application frame.

```
if (host.$MESSAGE.WAITING == "Yes")
 document.write ("<script> top.alert ('You received an asynchronous
    message. Please Refresh')</script>");
```

9.4 Print support

This section describes how to print data with Web*Transactions*.

The print functions supported by Web*Transactions* differ depending on the type of information to be printed.

Web*Transactions* offers the following print options:

- Terminal hardcopy printing
  This involves printing the alphanumeric display of the host application screen as it would appear on your terminal or terminal emulation.
- Browser display printing
  This involves printing the information displayed in the Web browser.
- Host data printing
  This involves printing information prepared and sent by the host application.

In the case of terminal hardcopy printing and browser display printing, it is possible to distinguish whether the print job was initiated by a Web browser user (user-driven), or by the host application (software-driven). The printing of host data is always software-driven.

Depending on the print function selected, you may have to configure your Web browser and possibly a print server. For information on how to configure the Web browser, see section “WTAPrint print plugin” on page 196. For instructions on configuring the print server, see the product documentation for the print server.

Printouts are normally sent directly to a printer. During configuration, however, you can define the print process such that printouts are routed to a file. This option is available for all print functions described in this section.

9.4.1 Terminal hardcopy printing

With terminal hardcopy printing, the alphanumeric display of the host application screen is printed as it would appear on your terminal or terminal emulation. In this case, Web*Transactions* prints the entire application screen.

Concept

Terminal hardcopy printing is handled on the basis of the wtframes frame set described in section “Functionality of print/asynchronous support” on page 172; this frame set consists of an application frame and a control frame.

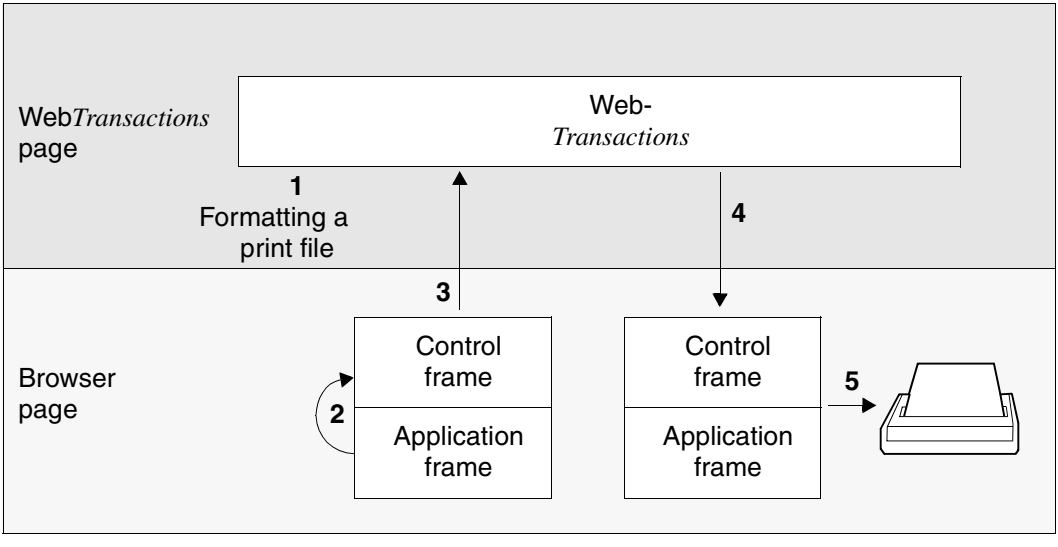


Figure 4: Terminal hardcopy printing

When you request a terminal hardcopy printout, Web*Transactions* generates a corresponding print file (step 1). Triggered by the script in `wtBrowserFunctions.htm`, the control frame is automatically submitted (step 2) and Web*Transactions* is asked to confirm whether or not a print file exists (step 3). If a print file does exist, the prepared file is sent to the browser (step 4). For instructions on how to configure and start the corresponding print program, see section “Print functions delivered (Windows browser platform)” on page 190.

The print file generated by Web*Transactions* is a pure text file in which lines are separated by the control characters <CR><LF>.

Processing steps defined in wtasync.htm for terminal hardcopy printing

```
// Support of hardcopy print ////////////////////////////////////////////
if ( host_system.HARDCOPY == "Yes" )
      {
        host_system.HARDCOPY = "No";   // Reset flag before
        if (!host_system.WT_BROWSER_PRINT ||
host_system.WT_BROWSER_PRINT.toLowerCase() != 'yes')
          host.$MESSAGE.PRINTING;        // calling host.$MESSAGE.PRINTING
        else
        {
            WT_SYSTEM._printFile = WT_SYSTEM.BASEDIR + "/tmp/" +
WT_SYSTEM.SESSION + "/" + host.$MESSAGE.PRINTFILE_NAME;
          if (host_system.WT_BROWSER_PRINT_OPTIONS.MODE != "Automatic")
             document.writeln("<script>window.open
('"+WT_SYSTEM.HREF_ASYNC+"&WT_ASYNC_PAGE=wtc_bp_Print','_blank','toolbar=no,s
crollbars=yes,width=800,height=600')</script>");
          else
          {
            document.clear();
            forward ('wtc_bp_Print');
          }
        }
      }
```

When a terminal hardcopy print file becomes available for printing, Web*Transactions* sets the `HARDCOPY` attribute of the connection-specific system object to `"Yes"`. If a print request is displayed in this way, `HARDCOPY` is initially reset to `"No"` in `wtasync.htm`. The `PRINTING` attribute of the host control object `$MESSAGE` is then evaluated, causing Web*Transactions* to send the print file to the browser.

If the printout is to be carried out with the browser print function, `$MESSAGE.PRINTFILE_NAME` is used to determine the name of the print file and a separate template is started for the print request (`wtc_bp_print.htm`).

Otherwise, the `PRINTING` attribute of the host control object `$MESSAGE` is evaluated which causes Web*Transactions* to send the file to be printed to the browser. As a result of the MIME type, this recognizes the data as print data and passes it to an appropriately configured application (e.g. `WTAPrint.exe`).

Please note that `HARDCOPY` must be reset to `"No"` **before** the host control object's `$MESSAGE.PRINTING` attribute is evaluated. This is because the evaluation process terminates interpretation of the template and suppresses HTML generation.

Terminal hardcopy printing initiated by the user

To activate terminal hardcopy printing, simply click the Print button. This button is defined in the wt`KeysOSD.htm` template, which is included by the AutomaskOSD.htm conversion template and by the individual templates created with Web*Lab*.

When you click on this button, the current page is sent from the browser to Web*Transactions*. Web*Transactions* interprets the template as normal, with one exception: when executing the `send` call, Web*Transactions* recognizes that the `Print` button has been activated and does not send a message to the host. Instead, a print file is generated containing an alphanumeric representation of the current screen.

Terminal hardcopy printing initiated by the host application

Terminal hardcopy printing can also be initiated if Web*Transactions* receives a message from the host application containing an appropriate hardcopy escape sequence. In this case, Web*Transactions* handles the incoming message as normal, i.e. an appropriate HTML page is generated and sent to the browser. A print file is also created containing an alphanumeric representation of the current screen (see step 1 in the diagram on page 177).

9.4.2 Host data printing

OSD applications are able to route information to specific printers. There are two ways of implementing this bypass printing concept:

1. The printer has the same name as the terminal which is connected to the host application. In OSD terminology, the “station name” is used. In the Web*Transactions* environment, the terminal corresponds to the Web*Transactions* server. In this case, the print file is sent directly to the Web*Transactions* server.
2. The printer has its own station name. The terminal is simply used for print control and is known to the host application.

The host application possesses a number of interfaces for station name information.

Example for OSD/UTM environment

1. KDCS INFO

   This KDCS call requests information from UTM. The operation modifier SI is used to query the station name.

2. KDCS INIT

   This KDCS call is used to log onto a UTM program. The operation modifier PU returns information about the current conversion. For details see the *open*UTM manual “Programming Applications with KDCS for COBOL, C and C++”.

Printer with same name as terminal

The host application sends the information to be printed to Web*Transactions*. The OSD host adapter recognizes that bypass printing has been activated. It writes the information which is to be printed to a file and sets the system object's `BYPASS` attribute to `"Yes"`. This file is stored in the temporary directory of the corresponding Web*Transactions* session. As in the case of hardcopy printing, the control frame is sent at regular intervals in the background and Web*Transactions* is asked whether a print file exists (see section “Terminal hardcopy printing” on page 181). If a print file does exist, the prepared file is sent to the browser. A corresponding MIME type should be defined at the browser in order to start an associated print program (see section “Configuring the web browser” on page 196).

By default, Web*Transactions* transfers the data in the BYPASS message independently of its content (i.e. transparently). This has the advantage that it is possible to print both graphic and text files.

Bypass printing with conversion

OSD applications often prepare bypass printing only for “simple” printers such as type 9001. If a different printer type is connected to the client, it may be necessary for Web*Transactions* to modify the print file rather than simply forward it. These changes may, for example, consist in defining a different maximum line length or converting certain strings in the print file. In this case, you must configure additional option and conversion files in the browser, see section “Assigning a print program” on page 197.

Processing steps defined in wtasync.htm for terminal bypass printing

```
// Support of bypass print ////////////////////////////////////////////
else if (host_system.BYPASS   == "Yes")
      {
        host_system.BYPASS = "No";     // Reset flag before
        if (host_system.WT_BROWSER_PRINT.toLowerCase() != 'yes')
          host.$MESSAGE.PRINTING;        // calling host.$MESSAGE.PRINTING
        else
        {
          exits = new WT_Userexit ('WTSystemExits');
          if (!host_system.PRINTFILE_NAME)
            WT_SYSTEM._printFile = WT_SYSTEM.BASEDIR + "/tmp/" +
WT_SYSTEM.SESSION + "/" + host.$MESSAGE.PRINTFILE_NAME;
          else
          {
            var i =
host_system.PRINTFILE_NAME.replace(/\\/g,'/').lastIndexOf('/');
            files = exits.Getdir (host_system.PRINTFILE_NAME.substring(0,i),
host_system.PRINTFILE_NAME.substring(i+1) + '*');
            if (files)
            {
              filesArray = files.split('\n');
              WT_SYSTEM._printFile =
host_system.PRINTFILE_NAME.substring(0,i+1)+  filesArray[0];
            }
            else
              WT_SYSTEM._printFile = WT_SYSTEM.BASEDIR + "/tmp/" +
WT_SYSTEM.SESSION + "/" + host.$MESSAGE.PRINTFILE_NAME;
          }
          if (host_system.WT_BROWSER_PRINT_OPTIONS.MODE != "Automatic")
            document.writeln("<script>window.open
('"+WT_SYSTEM.HREF_ASYNC+"&WT_ASYNC_PAGE=wtc_bp_Print','_blank','toolbar=no,s
crollbars=yes,width=800,height=600')</script>");
          else
          {
            document.clear();
```

```
            forward ('wtc_bp_Print');
          }
        }
      }
```

When a terminal bypass print file is waiting to be printed, Web*Transactions* sets the connection-specific system object's `BYPASS` attribute to `"Yes"`. If a print request is indicated in this way, then the value of `BYPASS` is reset to `"No"` in `wtasync.htm`.

If printing is to be carried out with the browser print function, `$MESSAGE.PRINTFILE_NAME` is used to determine the name of the print file and a separate template is started for the print request (`wtc_bp_print.htm`).

Otherwise, the `PRINTING` attribute of the host control object `$MESSAGE` is evaluated which causes Web*Transactions* to send the file to be printed to the browser. As a result of the MIME type, this recognizes the data as print data and passes it to an appropriately configured application (e.g. `WTAPrint.exe`).

Please note that the value of `BYPASS` must be reset to `"No"` **before** the host control object attribute `$MESSAGE.PRINTING` is evaluated since interpretation of the template is aborted and HTML generation is suppressed when `$MESSAGE.PRINTING` is evaluated.

Printer with a name different from that of the terminal

In this case, you can use an existing print server product for Host-to-LAN printing.

This solution can only be used in an Intranet. In addition, the printer type (PCL, Postscript, etc.) must be configured accordingly in the OSD system.

Using an existing print server product for host-to-LAN printing

To send OSD application print jobs to a specific LAN printer you must install a print server on the PC to which the printer is connected. This means that network printers are available for host-driven print functions.

PC operating system	Print server
Windows 2000/2003/XP	TCP/IP print server supplied as standard service

The software product RSO V3.0A or higher must be installed on the computer running the OSD application.

Print server configuration is described in section "Configuring the print server for Windows" on page 201.

Assigning a printer to a Web browser client

To output print information on a printer located close to the user, special naming conventions that somehow reflect this correlation must be used in the configuration of the OSD application. For instance, the printer situated close to the terminal with the station name STATABCD could be configured with the name PRNABCD. In this case, the assignment convention would be as follows: if the print job is started by a terminal with the station name STATxxxx it should be sent to the printer PRNxxxx.

To allow this type of convention to be extended to use for Web access, you must ensure that each browser user uses a specific individual station name which is configured in the OSD system. Within Web*Transactions* templates, the host name and IP address of the computer on which the browser is running can be accessed via system object attributes. In the case of the CGI interface, these attributes are as follows:

`WT_SYSTEM.CGI.REMOTE_HOST` contains the host name
`WT_SYSTEM.CGI.REMOTE_ADDR` contains the IP address

In this way you can assign each browser computer a special station name in the Web*Transactions* template.

Example 1

In the following example, the Web*Transactions* clients (systems that access the Web*Transactions* application via a Web browser) are identified by their station names. A special station name, which is configured in the OSD system, is assigned to each Web*Transactions* client.

Name of the WebTransactions client (host name of the system on which the browser runs)	**Station name**
D241PBOH	STATPBOH
D241PCRS	STATPCRS
D241PDAN	STATPDAN

Corresponding WT script (to be inserted in the start template):

```
<wtOnCreateScript>
   WT_SYSTEM.STATION_NAME = "STAT" + WT_SYSTEM.CGI.REMOTE_HOST.substring(4.4)
</wtOnCreateScript>
```

Example 2

In the following example, the Web*Transactions* clients (systems that access the Web*Transactions* application via a Web browser) are identified by their IP addresses.

IP address of the Web*Transactions* client (IP address of the system on which the browser runs	**Station name**
133.125.22.3	STAT001
133.122.54.6	STAT002
135.12.8.1	STAT003

Corresponding WTScript (to be inserted in the start template):

```
<wtOnCreateScript>
   if (WT_SYSTEM.CGI.REMOTE_ADDR  == "133.125.22.3")
       WT_SYSTEM.STATION_NAME = STAT001;
   else if (WT_SYSTEM.CGI.REMOTE_ADDR  == "133.122.54.6")
       WT_SYSTEM.STATION_NAME = STAT002;
   else if (WT_SYSTEM.CGI.REMOTE_ADDR  == "135.12.8.1")
        WT_SYSTEM.STATION_NAME = STAT003;
</wtOnCreateScript
```

Assignment problems with Web access via a proxy server

The assignment procedure described above does not work if the browser system is connected to Web*Transactions* via a proxy server. In this case, the `CGI.REMOTE_HOST` and `CGI.REMOTE_ADDR` attributes only contain the name and IP address of the proxy server.

However, you can resolve this problem by identifying individual users by means of user IDs. For this purpose, you must insert a request in the start template asking the user to enter his/her user ID.

Example

```
<html>
<head>
<title>Identification Page</TITLE>
</head>
<body style="font-family: courier" bgcolor="#COCOCO">
<wtDataForm name="Identify">

Please identify yourself

<input type = "TEXT" name = "USERID" size = "4" maxlength = "4"  >

</wtDataForm>
</body>
</html>

<wtOnReceiveScript>

WT_SYSTEM.STATION_NAME= "STAT"  + WT_POSTED.USERID;

...........  open application with the correct station name ..........
</wtOnReceiveScript>
```

9.4.3 Browser display printing

This print function is not provided by the program `WTAPrint.exe` which is made available with Web*Transactions* and which must be installed on every client, rather it is based on the print functionality of the Web browser.

Browser display printing initiated by the user

To print the information displayed in the browser window, use the Web browser print functions (*Print...* command in the *File* menu).

Browser display printing initiated by the host application

The information displayed in the browser is printed automatically by Netscape Navigator if the `self.print()` method is called in a JavaScript on the client.

This can be achieved by inserting the following statement in an wtOnCreate script:

```
document.write ("<SCRIPT>self.print();</SCRIPT>");
```

9.4.4 Print functions delivered (Windows browser platform)

Web*Transactions* contains various print functions which you can use for terminal hardcopy printing (see page 181) and host data printing (see page 184). The print functions are:

– Browser print, which will run without the print plugin installed on the client PC.

– `WTAPrint` print plugin

The `wtKeysOSD.htm` template generates an additional **Print** button if it is possible to trigger a print function. This is the case when one of the following conditions are fulfilled:

– Print/asynchronous support is activated (i.e. `WT_ASYNC` has been set to `"Yes"`).

– The browser supports the `<iframe>` HTML tag.

9.4.4.1 Browser print

The browser print function is implemented as a parameter of the inline WTBean `wtcOSD` (see section “Creating a new OSD communication object (wtcOSD)” on page 169 and the Web*Transactions* manual “Concepts and Functions”).

WTBean `wtcOSD` contains an ActiveX component which is automatically loaded and installed. Depending on the browser setting, the user must confirm that the ActiveX control indicated can be installed.

In browser printing, unlike in browser display printing, it is not the form that is visible to the user which is printed, it is an invisible document. This is prepared especially for printing in order to give the same result as the print function of a terminal.

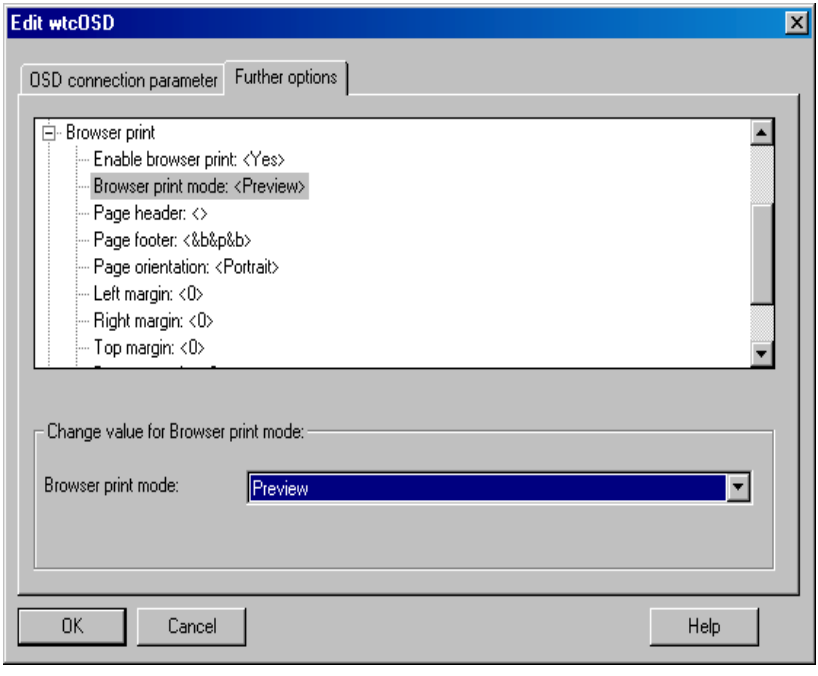
Settings in the start template

In order to be able to use the browser print function, you must set the following parameters in the start template:

- For example, in the dialog box **Edit wtcStartOSD** select the tab **Further options**.
- Under **Global parameter**, click the **Enable asynchronous messages** entry.
- Select the **Enable asynchronous messages** option. The value of the entry is changed from **No** to **Yes**.

  If it is sufficient that at each dialog step a check is performed to see whether print data is available, and if all browsers used support the `<iframe>` HTML tag, then you do not need support for asynchronous messages.
- Next, under **Browser print**, click the **Enable browser print** entry.

► Select the **Enable browser print** option. The value of the entry is changed from **No** to **Yes**.



All the other options under **Browser print** will only be evaluated if you have set **Activate browser print** to **Yes**:

Browser print mode

Automatic	The printout will be printed immediately on the standard printer.
Preview	A print preview will be displayed before printing.

The following settings will only be processed in Internet Explorer. For all other browsers, you must use the page settings dialog box of the browser used.

Page header

Text for the page header (see section “Variables in header and footer lines” on page 192)

Page footer

Text for the page footer (see section “Variables in header and footer lines” on page 192)

Page orientation

Portrait Vertical format

Landscape Horizontal format

Left margin, **Right margin**, **Top margin**, **Bottom margin**
Margin width in mm

Variables in header and footer lines

For Internet Explorer you can use the following variable entries in the header and footer lines.

&w	Window title
&u	Page address (URL)
&d	Date, short form (e.g. 15/04/03)
&D	Date, long form (e.g. Tuesday 15 April 2003)
&t	Time (as set in the system control panel)
&T	Time, 24-hour format
&p	Current page number
&P	Total number of pages in the document
&&	Ampersand (&)
&b	Text after this code will be centred
&b&b	The text after the first `&b` will be centred, the text after the second `&b` will be right justified

Example

The entry in the header line

```
page &p of &P&bWebTransactions Browser Print&b&d
```

on the top-most line of the printout, prints

```
page number          WebTransactions Browser Print          today's date
```

wtc_bp_print.cnv conversion file

Use the `wtc_bp_print.cnv` conversion file to convert the print control sequence in HTML code. The file is in the base directory of the corresponding Web*Transactions* application. This function converts the print control sequence by reading the print file in the template `wtc_bp_Print.htm`. This template specifies the conversion file as a second (optional) parameter for the call of the `Getfile` user exit (see the Web*Transactions* manual "Template Language").

The conversion file supplied contains the following entries:

```
* Printer conversion file
00=20
7F="?"
"<"="&lt;"
">"="&gt;"
```

Each line in the conversion file must have the following format: *search text*=*replacement text*.

`search text` and `replacement text` are the old and the new character strings. The entries are constructed as follows:

– Entries consist of either two-place hexadecimal code or a string, enclosed in double inverted commas.

– A two-place hexadecimal code can be used inside a character string; the code must be preceded by a (\).

  Example

  ```
  "\195H"="</pre><pre class=pb>"
  ```

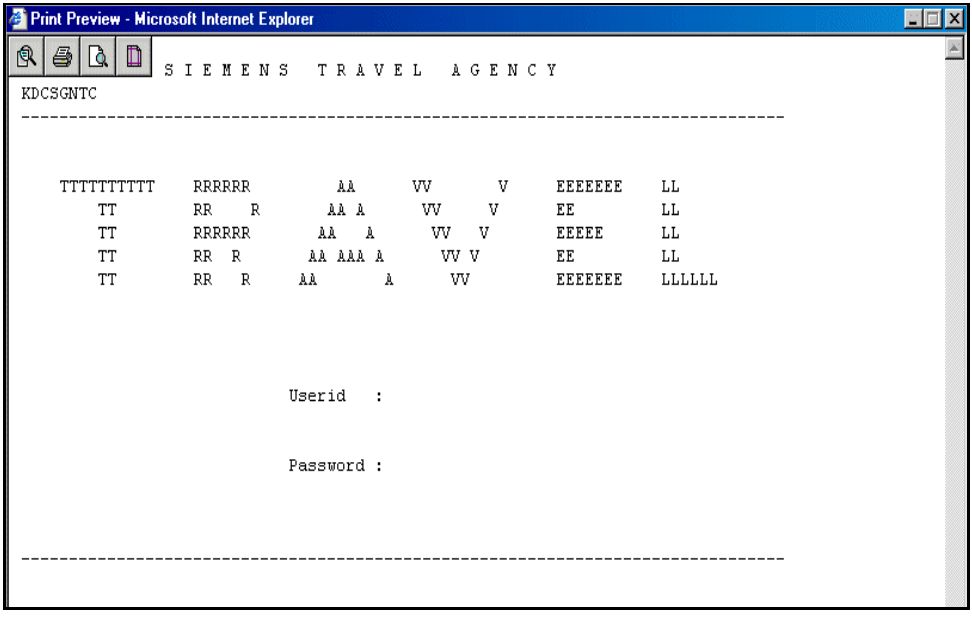
  replaces the control character sequence with a CSS page break which has already been defined in the template.

– Backslashes and double inverted commas in character strings must be cancelled with backslashes (\\ and \").

The conversion rules are used from top to bottom. Additional changes can be made the template `wtc_bp_Print.htm`, (e.g. using the `replace` method of the `string` class).

Print preview

If the **Browser print mode** in the Start template is set to **Preview**, a print preview will be displayed before printing begins.


Print Preview - Microsoft Internet Explorer
S I E M E N S T R A V E L A G E N C Y
KDCSGNTC
TTTTTTTTTT RRRRRR AA VV V EEEEEEE LL
TT RR R AA A VV V EE LL
TT RRRRRR AA A VV V EEEEE LL
TT RR R AA AAA A VV V EE LL
TT RR R AA A VV EEEEEEE LLLLLL
Userid :
Password :

This button will only be displayed if the session was started in Web*Lab*. This opens another browser window which marks all the control and binary characters in the printout.

- Characters < 0x20: hexadecimal in red
- Characters > 0x7F (8-bit characters): with any hexadecimal shown in blue in brackets
- Blank spaces: dots with a yellow background
- The end of the display shows any sequences of control characters found. These entries can be used by the conversion file (see section "wtc_bp_print.cnv conversion file" on page 193).

In Internet Explorer, this button prints the document on the printer set as the standard printer. In all other browsers, this button calls up the **Print** dialog box.

This button opens and closes the browser print preview. This button is only displayed in Internet Explorer.

This button opens the page properties settings. This button is only displayed in Internet Explorer.

9.4.4.2 WTAPrint print plugin

The `WTAPrint` print plugin is available for downloading on the Web*Transactions* server. To download the plugin, use the `Wtdownload.htm` page. When Web*Transactions* is installed, this page is created in the web server document directory under `webtav7`. When you have downloaded `WTAPrint` you can install it on the browser host.

If you install `WTAPrint` with the installation program `WTAPrint2000` (also available as a download), the registration entries for Internet Explorer will also be created. `WTAPrint` can be used for all web browsers running on the Windows platform. You can also use `WTAPrint` to edit print data with exchange rules. This procedure can be necessary in order to support certain printers.

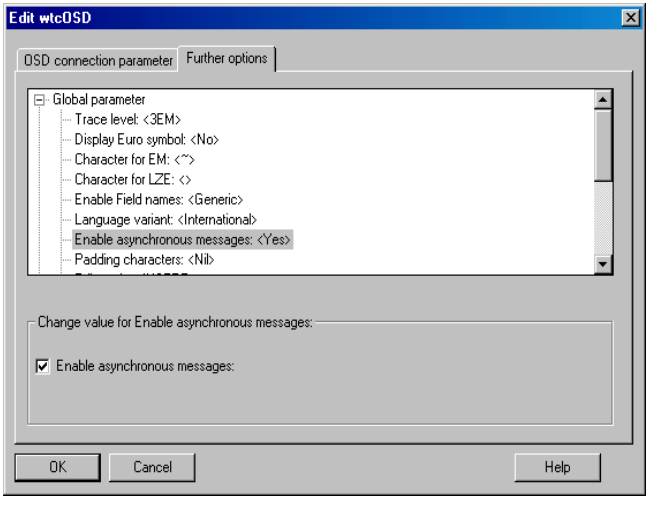
Activation of the print plugin `WTAPrint` is implemented as a parameter of the inline WTBean `wtcOSD` (see section “Creating a new OSD communication object (wtcOSD)” on page 169 and the Web*Transactions* manual "Concepts and Functions”).

Settings in the start template

In order to be able to use the print plugin, you must set the following parameters in the start template:

- For example, in the dialog box **Edit wtcStartOSD** select the tab **Further options**.
- Under **Global parameter**, click the **Enable asynchronous messages** entry.
- Select the **Enable asynchronous messages** option. The value of the entry is changed from **No** to **Yes**.

  If it is sufficient that at each dialog step a check is performed to see whether print data is available, and if all browsers used support the `<iframe>` HTML tag, then you do not need support for asynchronous messages.



► Next, under **Browser print**, check the **Enable browser print** entry. It must have the value **No**.

Configuring the web browser

The Web*Transactions* print functions send print files with a special MIME type to the browser.

`webta/hardcopy-print`
: for terminal hard copy printing

`webta/bypass-print`
: bypass printing for host data printing.

This MIME type must be defined in the browser configuration. The procedure for most common web browsers (Internet Explorer as of V4.0 with all versions of Windows, Netscape Navigator as of V6, Mozilla) is given below:

► Install `wtaprint2000.exe`.

The browsers listed below then recognize `wtaprint.exe` as an application for printing.

If your browser requires a default suffix for each MIME type, you can enter the suffix `.whp`.

Assigning a print program

You must assign a suitable print program to these MIME types. Use the following syntax:

```
WTAPrint.exe  "%1" method target [filename] [option-file]
```

`"%1"`
: The browser automatically replaces `"%1"` with the name of the file to be printed.

method
: in accordance with the assigned MIME type.

`HARDCOPY`
: the print data are interpreted as text and prepared for the specified printer via Windows spool.

`BYPASS`
: the print files are already prepared for the specified printer and are sent to the printer.

target
: Possible values: 0, 1, 2 or 3

- 0 Manual printer selection (a dialog box opens for each print job allowing you to select the desired printer).
- 1 The default printer is used.
- 2 The printout is saved to a file (a dialog box opens for each print job allowing you to specify a path).
- 3 The printout is appended to the file whose full path name is specified in *filename*.

filename
: Full path name of the file to which the printout is to be appended (permitted only if *target* is set to 3)

option file

Full path name of the file in which the options for print file conversion are defined.

This file must have the following structure:

```
[Options]
[ConversionFile=conversion-file]
[MaxLengthLine=maxlength-line]
[MaxLengthPage=maxlength-page]
[CharSet=charset]
[Font=font]
```

Note, you need to enter the square brackets as shown here for `[Options]`. All other brackets in this syntax identify, as usual, optional specifications.

conversion-file

Full pathname of the conversion file. You can use the conversion file to convert strings, see the example no. 3. The file must be located in the same directory as `WTAPrint`. It may contain a maximum of 1023 lines; each line may have a maximum length of 255 characters and must have the form *hex-old*=*hex-new*. *hex-old* and *hex-new* are the old and new strings in their full hexadecimal notation.

maxlength-line

maximum line length. If this value is not specified, the printing file is analysed for the longest line.
The smallest calculated value is 80.

The option `MaxLengthLine` will only be processed if the value `HARDCOPY` for the *method* is present (see page 197).

maxlength-page

maximum page length. If this value is not specified, the printing file is analysed for the longest page.
The smallest calculated value is 60.

The option `MaxLengthPage` will only be processed if the value `HARDCOPY` for the *method* is present (see page 197).

charset

Character set identifier in the Windows interface `CreateFont`.
Default value: `1` (`DEFAULT_CHARSET`).

You have to specifiy the following identifiers for the character sets:

ANSI_CHARSET	0
ARABIC_CHARSET	178
CHINESEBIG5_CHARSET	136
DEFAULT_CHARSET	1
EASTEUROPE_CHARSET	238
GB2312_CHARSET	134
GREEK_CHARSET	161
HANGEUL_CHARSET	129
HANGUL_CHARSET	129
HEBREW_CHARSET	177
JOHAB_CHARSET	130
OEM_CHARSET	255
RUSSIAN_CHARSET	204
SHIFTJIS_CHARSET	128
SYMBOL_CHARSET	2
THAI_CHARSET	222
TURKISH_CHARSET	162
VIETNAMESE_CHARSET	163

font name of a font, which has to be present on the Windows system. If you dont't specify this value, the first font is used, which fulfills the conditions in the options `MaxLengthLine`, `MaxLengthPage` and `CharSet`. `MaxLengthLine` and `MaxLengthPage` in this case are converted to a font size.

Examples

1. Configuration for terminal hardcopy printing:

   MIME type:
   ```
   webta/hardcopy-print
   ```

   Assigned program:
   ```
   WTAPrint.exe "%1" HARDCOPY 0
   ```

2. Configuration for bypass printing:

   MIME type:
   ```
   webta/bypass-print
   ```

   Assigned program:
   ```
   WTAPrint.exe "%1" BYPASS 0
   WTAPrint.exe "%1" BYPASS 3 "C:\TEMP\PRINT FILE"
   ```

3. Configuration for bypass printing with conversion:

   MIME type:
   ```
   webta/bypass-print
   ```

   Assigned program:
   ```
   WTAPrint.exe "%1" HARDCOPY 0 "C:\webta\conversion.ini"
   ```

   Options file `conversion.ini`:
   ```
   [Options]
   MaxLengthLine=90
   ConversionFile=C:\webta\webtaprint.cnv
   ```

   Conversion file `webtaprint.cnv`:

   ```
   65=8080
   66=8182
   6567=8A
   ```

   The following rules apply to this file:

   – A complete, hexadecimal, 2-digit representation must be used. It must not contain spaces or other non-hexadecimal characters.
   – The longest matching string in the conversion file is always used. If, for example, the input file contains the string `6567` then, in this example, this is converted to `8A` (not to `808067`).
   – If a string (*xxxx*=...) occurs more than once, the last of these strings is used for replacement.

9.4.5 Configuring the print server for Windows

To make network printers accessible for OSD applications, you must install and configure a print server on the client PC. A print server is included on the Windows CD-ROM.

The figure below illustrates the steps which must be performed at the OSD and Windows machines.

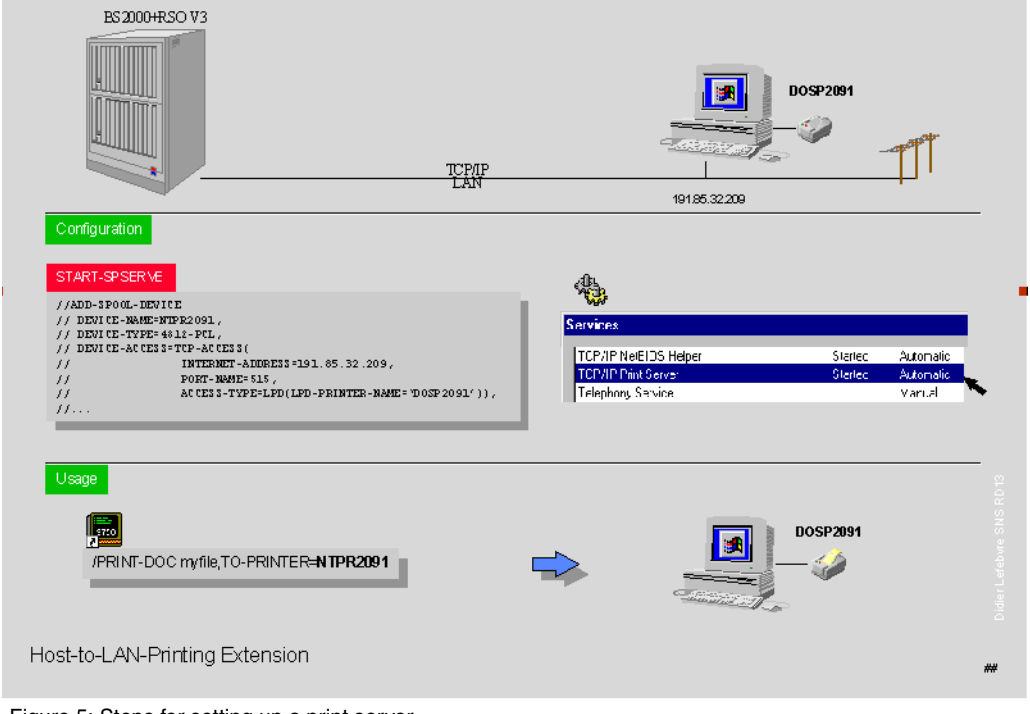


Figure 5: Steps for setting up a print server

OSD configuration with the RSO utility SPSERVE

DEVICE-NAME
: Station name of the printer for the OSD application.

DEVICE-TYPE
: Printer type, e.g. PCL4, Postscript, etc.

INTERNET-ADDRESS
: IP-address of the client PC.

LPD-PRINTER-NAME
: Name of the printer at the client PC.

Windows 2000/2003/XP:

- If there is no “TCP/IP print services” service available, install this via **Start**/**Settings**/**Control Panel/Add/Remove Programs/ Add/Remove Windows Components/Other Network File and Print Services** or /**Details**/**Print Services for UNIX**
- Activate the “TCP/IP print services”.

Glossary

A term in ->*italic* font means that it is explained somewhere else in the glossary.

active dialog

In the case of active dialogs, Web*Transactions* actively intervenes in the control of the dialog sequence, i.e. the next ->*template* to be processed is determined by the template programming. You can use the ->*WTML* language tools, for example, to combine multiple ->*host formats* in a single ->*HTML* page. In this case, when a host ->*dialog step* is terminated, no output is sent to the ->*browser* and the next step is immediately started. Equally, multiple interactions between the Web ->*browser* and Web*Transactions* are possible within **one and the same** host dialog step.

array

->*Data type* which can contain a finite set of values of one data type. This data type can be:

– ->*scalar*
– a ->*class*
– an array

The values in the array are addressed via a numerical index, starting at 0.

asynchronous message

In Web*Transactions,* an asynchronous message is one sent to the terminal without having been explicitly requested by the user, i.e. without the user having pressed a key or clicked on an interface element.

attribute

Attributes define the properties of ->*objects*.

- In Web*Transactions*, an attribute may be, for example, the color, size or position of an object or it can itself be an object. Attributes are also interpreted as ->*variables* and their values can be queried or modified.
- In Biz*Transactions,* an attribute may be a ->*property* of a ->*catalog object* or ->*catalog element*.

Automask template

A Web*Transactions* ->*template* created by Web*Lab* either implicitly when generating a base directory or explicitly with the command **Generate Automask**. It is used whenever no format-specific template can be identified. An Automask template contains the statements required for dynamically mapping formats and for communication. Different variants of the Automask template can be generated and selected using the system object attribute AUTOMASK.

base directory

The base directory is located on the Web*Transactions* server and forms the basis for a ->*WebTransactions application*. The base directory contains the ->*templates* and all the files and program references (links) which are necessary in order to run a Web*Transactions* application.

BCAM application name

Corresponds to the *open*UTM generation parameter BCAMAPPL and is the name of the –>*openUTM application* through which –>*UPIC* establishes the connection.

Biz*Transactions* application

Application, which integrates -> *host applications* for COM or Java access.
A Biz*Transactions* application consists of:

– ->*host adapters*
– ->*business objects*
– a ->*client*, which addresses the business objects

Biz*Transactions* catalog

Central database used and processed by the Biz*Transactions* Studio during the development phase. For instance, the Biz*Transactions* catalog contains a description of the ->*host applications* and of the messages (->*services*) exchanged with the host application.

browser

Program which is required to call and display ->*HTML* pages. Familiar browsers include, for example, Netscape Navigator or Microsoft Internet Explorer.

browser display print

The Web*Transactions* browser display print prints the information displayed in the ->*browser*.

browser platform

Operating system of the host on which a ->*browser* runs as a client for Web*Transactions*.

buffer

Definition of a record, which is transmitted from a ->*service*. The buffer is used for transmitting and receiving messages. In addition there is a specific buffer for storing the ->*recognition criteria* and for data for the representation on the screen.

business object (BO)

Object-oriented view of a ->*host application*: Business Objects in Biz*Transactions* combine a number of ->*services* of an application to form a logical object. A description of each business object is stored in the ->*BizTransactions catalog*. This description then forms the basis for generating an ActiveX component, .NET component or ->*JavaBean* which then represents the business object.

business object class

Java, .NET or Visual Basic class generated by the Biz*Transactions* Studio on the basis of a *business object* stored in the ->*BizTransactions catalog*.

capturing

To enable Web*Transactions* to identify the received ->*formats* at runtime, you can open a ->*session* in ->Web*Lab* and select a specific area for each format and name the format. The format name and ->*recognition criteria* are stored in the ->*capture database*. A ->*template* of the same name is generated for the format. Capturing forms the basis for the processing of format-specific templates for the Web*Transactions* for OSD, MVS, As400 and UNIX product variants.

capture database

The Web*Transactions* capture database contains all the format names and the associated ->*recognition criteria* generated using the ->*capturing* technique. You can use ->Web*Lab* to edit the sequence and recognition criteria of the formats.

catalog element

Subordinate ->*catalog objects* in Biz*Transactions*, such as ->*buffers*, ->*records* or ->*fields*. The ->*properties* of catalog elements are ->*attributes*.

catalog object

Descriptions saved in the ->Biz*Transactions* catalog for

- ->*Host applications*
- ->*Services*
- ->*Business objects*
- ->*Classes*
- ->*Functions*

->*Catalog-elements* are subordinate to the catalog-objects. The ->*properties* of catalog objects and elements are ->*attributes*. A separate ->*XML schema* is assigned to each catalog object.

CGI

(**C**ommon **G**ateway **I**nterface)
Standardized interface for program calls on ->*Web servers*. In contrast to the static output of a previously defined->*HTML* page, this interface permits the dynamic construction of HTML pages.

class

Contains definitions of the ->*properties* and ->*methods* of an ->*object*. It provides the model for instantiating objects and defines their interfaces.

In Biz*Transactions* the ->*catalog object* of the type class contains only properties which means that a class is also considered as a user-defined data structure. Access methods for the class properties are added through generation. A class can be used by the following catalog elements:
- Properties of ->*business objects*
- Properties of other classes
- ->*Method parameters*
- ->*Function parameters*

class directory

A directory in Biz*Transactions* which contains the generated ->*business object classes* and ->*service classes*.

class template

In Web*Transactions*, a class template contains valid, recurring statements for the entire object class (e.g. input or output fields). Class templates are processed when the ->*evaluation operator* or the `toString` method is applied to a ->*host data object*.

client

Requestors and users of services in a network. A Biz*Transactions* client accesses ->*business objects* within a ->*client application*.

cluster

Set of identical ->*WebTransactions applications* on different servers which are interconnected to form a load-sharing network.

COM

Component **O**bject **M**odel.
The COM defines a standard governing the way in which software components can access the services or data provided by other software components.

communication object

This controls the connection to an *->host application* and contains information about the current status of the connection, the last data to be received etc.

conversion tools

Utilities supplied with Web*Transactions* and Biz*Transactions*. These tools are used to analyze the data structures of ->*openUTM applications* and store the information in files. These files can then be imported in the form of an object description into the ->*BizTransactions catalog* or used in Web*Lab* as *->format description sources* in order to generate WTML templates and ->*FLD files*. COBOL data structures or IFG format libraries form the basis for the conversion tools. The conversion tool for DRIVE programs is supplied with the product DRIVE.

daemon

Name of a process type in UNIX/POSIX systems which runs in the background and performs no I/O operations at terminals.

data access control

Monitoring of the accesses to data and *->objects* of an application.

data type

Definition of the way in which the contents of a storage location are to be interpreted. Each data type has a name, a set of permitted values (value range), and a defined number of operations which interpret and manipulate the values of that data type.

DCOM

Distributed **C**omponent **O**bject **M**odel
This is based on the ->*COM* standard and defines the way in which *COM* objects can provide their services or data outside system boundaries.

dialog

- In Web*Transactions,* a dialog describes the entire communication between browser, Web*Transactions* and ->*host application*. It will usually comprise multiple ->*dialog cycles*. Web*Transactions* supports a number of different types of dialog.
  - ->*passive dialog*
  - ->*active dialog*
  - ->*synchronized dialog*
  - ->*non-synchronized dialog*
- In Biz*Transactions* a dialog is defined as a series of ->*dialog steps*. A method of a ->*Business Object* is the same as a dialog with the ->*host application*.

dialog cycle

Cycle that comprises the following steps when a ->*WebTransactions application* is executed:

- construct an ->*HTML* page and send it to the ->*browser*
- wait for a response from the browser
- evaluate the response fields and possibly send them to the->*host application* for further processing

A number of dialog cycles are passed through while a ->*WebTransactions application* is executing.

dialog step

In Biz*Transactions,* a dialog step begins by sending a dialog message to the ->*host application*, and ends with a response from the host application.

distinguished name

The Distinguished Name (DN) in ->*LDAP* is hierarchically organized and consists of a number of different components (e.g. “country, and below country: organization, and below organization: organizational unit, followed by: usual name”). Together, these components provide a unique identification of an object in the directory tree.

Thanks to this hierarchy, the unique identification of objects is a simple matter even in a worldwide directory tree:

- The DN "Country=DE/Name=Emil Person" reduces the problem of achieving a unique identification to the country DE (=Germany).
- The DN "Organization=FSC/Name=Emil Person" reduces it to the organization FSC.
- The DN "Country=DE/Organization=FSC/Name=Emil Person" reduces it to the organization FSC located in Germany (DE).

document directory

->*Web server* directory containing the documents that can be accessed via the network. Web*Transactions* stores files for download in this directory, e.g. the Web*Lab* client or general start pages.

Domain Name Service (DNS)

Procedure for the symbolic addressing of computers in networks. Certain computers in the network, the DNS or name server, maintain a database containing all the known host names and *IP numbers* in their environment.

dynamic data

In Web*Transactions,* dynamic data is mapped using the Web*Transactions* object model, e.g. as a *->system object*, host object or user input at the browser.

EHLLAPI

Enhanced **H**igh-**L**evel **L**anguage **API**
Program interface, e.g. of terminal emulations for communication with the SNA world. Communication between the transit client and SNA computer, which is handled via the TRANSIT product, is based on this interface.

EJB

(**E**nterprise **J**ava**B**ean)
This is a Java-based industry standard which makes it possible to use in-house or commercially available server components for the creation of distributed program systems within a distributed, object-oriented environment.

entry page

The entry page is an *->HTML page* which is required in order to start a *->WebTransactions application* This page contains the call which starts Web*Transactions* with the first *->template*, the so-called start template.

evaluation operator

In Web*Transactions* the evaluation operator replaces the addressed *->expressions* with their result (object attribute evaluation). The evaluation operator is specified in the form ##expression#.

expression

A combination of *->literals*, *->variables*, operators and expressions which return a specific result when evaluated.

FHS

Format **H**andling **S**ystem
Formatting system for BS2000/OSD applications.

field

A field is the smallest component of a service and element of a ->*record* or ->*buffer*.

field file (*.fld file)

In Web*Transactions,* this contains the structure of a *->format* record (metadata).

filter

Program or program unit (e.g. a library) for converting a given ->*format* into another format (e.g. XML documents to ->*WTScript* data structures).

format

Optical presentation on alphanumeric screens (sometimes also referred to as screen form or mask).

In Web*Transactions* each format is represented by a *->field file* and a ->*template*.

format type

(only relevant in the case of ->*FHS* applications and communication via ->*UPIC*) Specifies the type of format: #format, +format, -format or *format.

format description sources

Description of multiple *->formats* in one or more files which were generated from a format library (FHS/IFG) or are available directly at the *->host* for the use of “expressive” names in formats.

function

A function is a user-defined code unit with a name and ->*parameters*. Functions can be called in ->*methods* by means of a description of the function interface (or signature).

holder task

A process, a task or a thread in Web*Transactions* depending on the operating system platform being used. The number of tasks corresponds to the number of users. The task is terminated when the user logs off or when a time-out occurs. A holder task is identical to a ->*WebTransactions session*.

host

The computer on which the- >*host application* is running.

host adapter

Host adapters are used to connect existing *->host applications* to Web*Transactions* and *Biz*Transactions. At runtime, for example, they have the task of establishing and terminating connections and converting all the exchanged data.

host application

Application that is integrated with Web*Transactions* or Biz*Transactions*.

host control object

In Web*Transactions,* host control objects contain information which relates not to individual fields but to the entire *->format*. This includes, for example, the field in which the cursor is located, the current function key or global format attributes.

host data object

In Web*Transactions,* this refers to an *->object* of the data interface to the *->host application*. It represents a field with all its field attributes. It is created by Web*Transactions* after the reception of host application data and exists until the next data is received or until termination of the *->session*.

host data print

During Web*Transactions* host data print, information is printed that was edited and sent by the *->host application*, e.g. printout of host files.

host platform

Operating system of the host on which the *->host applications* runs.

HTML

(**H**yper**t**ext **M**arkup **L**anguage)
See *->Hypertext Markup Language*

HTTP

(**H**ypertext **T**ransfer **P**rotocol)
This is the protocol used to transfer *->HTML* pages and data.

HTTPS

(**H**ypertext **T**ransfer **P**rotocol **S**ecure)
This is the protocol used for the secure transfer of *->HTML* pages and data.

hypertext

Document with links to other locations in the same or another document. Users click the links to jump to these new locations.

Hypertext Markup Language

(**H**yper**t**ext **M**arkup **L**anguage)
Standardized markup language for documents on the Web.

Java Bean

Java programs (or ->*classes*) with precisely defined conventions for interfaces that allow them to be reused in different applications.

KDCDEF

*open*UTM tool for generating ->*openUTM applications*.

LDAP

(**L**ightweight **D**irectory **A**ccess **P**rotocol)
The X.500 standard defines DAP (Directory Access Protocol) as the access protocol. However, the Internet standard “LDAP” has proved successful specifically for accessing X.500 directory services from a PC.
LDAP is a simplified DAP protocol that does not support all the options available with DAP and is not compatible with DAP. Practically all X.500 directory services support both DAP and LDAP. In practice, interpretation problems may arise since there are various dialects of LDAP. The differences between the dialects are generally small.

literal

Character sequence that represents a fixed value. Literals are used in source programs to specify constant values (“literal” values).

master template

Web*Transactions* template used to generate the Automask and the format-specific templates.

message queuing (MQ)

A form of communication in which messages are not exchanged directly, rather via intermediate queues. The sender and receiver can work at separate times and locations. Message transmission is guaranteed regardless of whether or not a network connection currently exists.

method

Object-oriented term for a ->*function*. A method is applied to the ->*object* in which it is defined.

In Biz*Transactions*, the method of a ->*business object* conducts a ->*dialog* with the associated ->*host application*.

module template

In Web*Transactions,* a module template is used to define ->*classes*, ->*functions* and constants globally for a complete ->*session*. A module template is loaded using the `import()` function.

MT tag

(**M**aster **T**emplate tag)
Special tags used in the dynamic sections of ->*master templates*.

multitier architecture

All client/server architectures are based on a subdivision into individual software components which are also known as layers or tiers. We speak of 1-tier, 2-tier, 3-tier and multitier models. This subdivision can be considered at the physical or logical level:

– We speak of logical software tiers when the software is subdivided into modular components with clear interfaces.
– Physical tiers occur when the (logical) software components are distributed across different computers in the network.

With Web*Transactions* and a host connection in Biz*Transactions*, multitier models are possible both at the physical and logical level.

name/value pair

In the data sent by the ->*browser*, the combination, for example, of an ->*HTML* input field name and its value.

non-synchronized dialog

Non-synchronized dialogs in Web*Transactions* permit the temporary deactivation of the checking mechanism implemented in ->*synchronized dialogs*. In this way, ->*dialogs* that do not form part of the synchronized dialog and have no effect on the logical state of the ->*host application* can be incorporated. In this way, for example, you can display a button in an ->*HTML* page that allows users to call help information from the current host application and display it in a separate window.

object

Elementary unit in an object-oriented software system. Every object possesses a name via which it can be addressed, *->attributes*, which define its status together with the ->*methods* that can be applied to the object.

In Biz*Transactions* objects only exist as instances of ->*classes* during run time. However, for simplicity's sake, the object definitions created during development are also referred to as objects. Thus, we speak of, for example, *->business objects* stored in the *->BizTransactions catalog* although these are actually only definitions. These definitions are used by Biz*Transactions* to generate *->business object classes* which serve to instantiate the "actual" business objects at runtime.

***open*UTM**

(**U**niversal **T**ransaction **M**onitor)
Transaction monitor from Fujitsu Siemens Computers, which is available for BS2000/OSD and a variety of UNIX and Windows platforms.

***open*UTM application**

A ->*host application* which provides services that process jobs submitted by ->*clients* or other ->*host applications*. *open*UTM responsibilities include transaction management and the management of communication and system resources. Technically speaking, the UTM application is a group of processes which form a logical unit at runtime.

*open*UTM applications can communicate both via the client/server protocol ->*UPIC* and via the emulation interface (9750).

***open*UTM-Client (UPIC)**

The *open*UTM-Client (UPIC) is a product used to create client programs for *open*UTM. *open*UTM-Client (UPIC) is available, for example, for UNIX, BS2000/OSD and Windows platforms.

***open*UTM program unit**

The services of an ->*openUTM application* are implemented by one or more *open*UTM program units. These can be addressed using transaction codes and contain special *open*UTM function calls (e.g. KDCS calls).

parameter

Data which is passed to a ->*function* or a ->*method* for processing (input parameter) or data which is returned as a result of a function or method (output parameter).

passive dialog

In the case of passive dialogs in Web*Transactions*, the dialog sequence is controlled by the ->*host application*, i.e. the host application determines the next ->*template* which is to be processed. Users who access the host application via Web*Transactions* pass through the same dialog steps as if they were accessing it from a terminal. Web*Transactions* uses passive dialog control for the automatic conversion of the host application or when each host application format corresponds to precisely one individual template.

password

String entered for a ->*user id* in an application which is used for user authentication (->*system access control*).

polling

Cyclical querying of a given event.

pool

In Web*Transactions*, this term refers to a shared directory in which Web*Lab* can create and maintain ->*base directories*. You control access to this directory with the administration program.

post

To send data.

posted object (`wt_Posted`**)**

List of the data returned by the ->*browser*. This ->*object* is created by Web*Transactions* and exists for the duration of a ->*dialog* cycle.

process

The term “process” is used as a generic term for process (in Solaris, Linux and Windows) and task (in BS2000/OSD).

project

In the Web*Transactions* development environment, a project contains various settings for a ->Web*Transactions application*. These are saved in a project file (suffix `.wtp`). You should create a project for each Web*Transactions* application you develop, and always open this project for editing.

property

Properties define the nature of an ->*object*, e.g. the object “Customer” could have a customer name and number as its properties. These properties can be set, queried, and modified within the program.

protocol

Agreements on the procedural rules and formats governing communications between remote partners of the same logical level.

protocol file

- Biz*Transactions*: Messages about specific program status conditions are written during the program execution into a log file.
- *open*UTM-Client: File into which the *open*UTM error messages as are written in the case of abnormal termination of a conversation.
- In Web*Transactions,* protocol files are called trace files.

roaming session

->*WebTransactions sessions* which are invoked simultaneously or one after another by different ->*clients*.

record

A record is the definition of a set of related data which is transferred to a ->*buffer*. It describes a part of the buffer which may occur one or more times.

recognition criteria

Recognition criteria are used to identify ->*formats* of a ->*terminal application* and can access the data of the format. The recognition criteria selected should be one or more areas of the format which uniquely identify the content of the format.

scalar

->*variable* made up of a single value, unlike a ->*class*, an ->*array* or another complex data structure.

service

In Biz*Transactions*, services are messages exchanged with the ->*host application*. In the case of access via the terminal interface (9750/3270), they are ->*formats*. In program-to-program communication, they correspond to message structures.
Services are created using the Biz*Transactions Studio.* They are automatically entered in the *->BizTransactions catalog* and can be used by the (COM) ->*clients*. Depending on the type of server application, a service may represent:

- a 9750 emulation screen
- a 3270 emulation screen
- an *open*UTM *->dialog step* (in the case of interconnection via UPIC) which is distinguished by:
  - the FHS format
  - the data structure of a DRIVE procedure
  - the data structure of a COBOL program (structure of the UPIC message buffer)
- a message sent or received by the ->*host adapter*

service (*open*UTM)

In ->*openUTM,* this is the processing of a request using an *->openUTM application*. There are dialog services and asynchronous services. The services are assigned their own storage areas by *open*UTM. A service is made up of one or more ->*transactions*.

service application

->*WebTransactions session* which can be called by various different users in turn.

service data

description of a ->*service* in the Biz*Transactions* catalog. The service data contain a description of the structure of the service and either
– a *->recognition criterion* or
– data for the presentation of the service while recording a ->*dialog*

service node

Instance of a ->*service*. During development and runtime of a ->*method* a service can be instantiated several times. During modelling and code editing those instances are named service nodes.

session

When an end user starts to work with a ->*WebTransactions application* this opens a Web*Transactions* session for that user on the Web*Transactions* server. This session contains all the connections open for this user to the ->*browsers*, special ->*clients* and ->*hosts*.
A session can be started as follows:
– Input of a Web*Transactions* URL in the browser.
– Using the `START_SESSION` method of the `WT_REMOTE` client/server interface.
A session is terminated as follows:
– The user makes the corresponding input in the output area of this ->*WebTransactions application* (not via the standard browser buttons).
– Whenever the configured time that Web*Transactions* waits for a response from the ->*host application* or from the ->*browser* is exceeded.
– Termination from Web*Transactions* administration.
– Using the `EXIT_SESSION` method of the `WT_REMOTE` client/server interface.
A Web*Transactions* session is unique and is defined by a ->*WebTransactions application* and a session ID. During the life cycle of a session there is one ->*holder task* for each Web*Transactions* session on the Web*Transactions* server.

SOAP

(originally **S**imple **O**bject **A**ccess **P**rotocol)
The ->*XML* based SOAP protocol provides a simple, transparent mechanism for exchanging structured and typecast information between computers in a decentralized, distributed environment.
SOAP provides a modular package model together with mechanisms for data encryption within modules. This enables the uncomplicated description of the internal interfaces of a ->*Web-Service*.

style

In Web*Transactions* this produces a different layout for a ->*template*, e.g. with more or less graphic elements for different->*browsers*. The style can be changed at any time during a ->*session*.

synchronized dialog

In the case of synchronized dialogs (normal case), Web*Transactions* automatically checks whether the data received from the web browser is genuinely a response to the last ->*HTML* page to be sent to the ->*browser*. For example, if the user at the web browser uses the **Back** button or the History function to return to an “earlier” HTML page of the current ->*session* and then returns this, Web*Transactions* recognizes that the data does not correspond to the current ->*dialog cycle* and reacts with an error message. The last page to have been sent to the browser is then automatically sent to it again.

system access control

Check to establish whether a user under a particular ->*user ID* is authorized to work with the application.

system object (`wt_System`**)**

The Web*Transactions* system object contains ->*variables* which continue to exist for the duration of an entire ->*session* and are not cleared until the end of the session or until they are explicitly deleted. The system object is always visible and is identical for all name spaces.

TAC

See ->*transaction code*

tag

->*HTML*, ->*XML* and ->*WTML* documents are all made up of tags and actual content. The tags are used to mark up the documents e.g. with header formats, text highlighting formats (bold, italics) or to give source information for graphics files.

TCP/IP

(**T**ransport **C**ontrol **P**rotocol/**I**nternet **P**rotocol)
Collective name for a protocol family in computer networks used, for example, in the Internet.

template

A template is used to generate specific code. A template contains fixed information parts which are adopted unchanged during generation, as well as variable information parts that can be replaced by the appropriate values during generation.

- In Web*Transactions,* a ->*WTML* file is a file with special tags for controlling the dynamic generation of a ->*HTML* page and for the processing of the values entered at the ->*browser*. It is possible to maintain multiple template sets in parallel. These then represent different ->*styles* (e.g. many/few graphics, use of Java, etc.).

  Web*Transactions* uses different types of template:
  - ->*Automask templates* for the automatic conversion of the ->*formats* of AS400, MVS, OSD and UNIX applications.
  - Custom templates, written by the programmer, for example, to control an ->*active dialog.*
  - Format-specific templates which are generated for subsequent post-processing.
  - Include templates which are inserted in other templates.
  - ->*Class templates*
  - ->*Master templates* to ensure the uniform layout of fixed areas on the generation of the Automask and format-specific templates.
  - Start template, this is the first template to be processed in a Web*Transactions* application.

- In Biz*Transactions,* templates are supplied files which contain code sections that can be used as patterns for the generation functions of Biz*Transactions*.

template object

->*Variables* are used to buffer values for a ->*dialog cycle* in Web*Transactions*.

terminal application

Application on a ->*host* computer which is accessed via a 9750 or 3270 interface.

terminal hardcopy print

A terminal hardcopy print in Web*Transactions* prints the alphanumeric representation of the ->*format* as displayed by a terminal or a terminal emulation.

transaction

Processing step between two synchronization points (in the current operation) which is characterized by the ACID conditions (**A**tomicity, **C**onsistency, **I**solation and **D**urability). The intentional changes to user information made within a transaction are accepted either in their entirety or not at all (all-or-nothing rule).

transaction code/TAC

Name under which an *open*UTM service or ->*openUTM program unit* can be called. The transaction code is assigned to the *open*UTM program unit during configuration. A program unit can be assigned several transaction codes.

UDDI

(**U**niversal **D**escription, **D**iscovery and **I**ntegration)
Refers to directories containing descriptions of ->*Web services*. This information is available to web users in general.

UPIC

(**U**niversal **P**rogramming **I**nterface for **C**ommunication)
Carrier system for *open*UTM clients which uses the X/Open interface, which permity CPI-C client/server communication between a CPI-C-Client application and the *openUTM* application.

URI

(**U**niform **R**esource **I**dentifier)
Blanket term for all the names and addresses that reference objects on the Internet. The generally used URIs are->*URLs*.

URL

(**U**niform **R**esource **L**ocator)
Description of the location and access type of a resource in the ->*Internet*.

user exit

Functions implemented in C/C++ which the programmer calls from a ->*template*.

user ID

User identification which can be assigned a password (->*system access control*) and special access rights (->*data access control*).

UTM

See ->*openUTM*

variable

Memory location for variable values which requires a name and a ->*data type*.

visibility of variables

->*Objects* and ->*variables* of different dialog types are managed by Web*Transactions* in different address spaces. This means that variables belonging to a ->*synchronized dialog* are not visible and therefore not accessible in a ->*asynchronous dialog* or in a dialog with a remote application.

web server

Computer and software for the provision of ->*HTML* pages and dynamic data via ->*HTTP*.

web service

Service provided on the Internet, for example a currency conversion program. The SOAP protocol can be used to access such a service. The interface of a web service is described in ->*WSDL*.

Web*Transactions* application

This is an application that is integrated with ->*host applications* for internet/intranet access. A Web*Transactions* application consists of:

- a ->*base directory*
- a start template
- the ->*templates* that control conversion between the ->*host* and the ->*browser*.
- protocol-specific configuration files.

Web*Transactions* platform

Operating system of the host on which Web*Transactions* runs.

Web*Transactions* server

Computer on which Web*Transactions* runs.

Web*Transactions* session

See ->*session*

WSDL

(**W**eb **S**ervice **D**efinition **L**anguage)
Provides ->*XML* language rules for the description of ->*web services*. In this case, the web service is defined by means of the port selection.

WTBean

In Web*Transactions* ->*WTML* components with a self-descriptive interface are referred to as WTBeans. A distinction is made between inline and standalone WTBeans:

- An inline WTBean corresponds to a part of a WTML document
- A standalone WTBean is an autonomous WTML document

A number of WTBeans are included in of the Web*Transactions* product, additional WTBeans can be downloaded from the Web*Transactions* homepage (*www.Fujitsu-Siemens.com/WebTransactions*).

WTML

(**W**eb**T**ransactions **M**arkup **L**anguage)
Markup and programming language for Web*Transactions* ->*templates*. WTML uses additional ->*WTML tags* to extend ->*HTML* and the server programming language ->*WTScript*, e.g. for data exchange with ->*host applications*. WTML tags are executed by Web*Transactions* and not by the ->*browser* (serverside scripting).

WTML tag

(**W**eb**T**ransactions **M**arkup **L**anguage-Tag)
Special Web*Transactions* tags for the generation of the dynamic sections of an ->*HTML* page using data from the->*host application*.

WTScript

Serverside programming language of Web*Transactions*. WTScripts are similiar to client-side Java scripts in that they are contained in sections that are introduced and terminated with special tags. Instead of using ->*HTML*-`SCRIPT` tags you use ->*WTML-Tags*: `wtOnCreateScript` and `wtOnReceiveScript`. This indicates that these scripts are to be implemented by Web*Transactions* and not by the ->*browser* and also indicates the time of execution. OnCreate scripts are executed before the page is sent to the browser. OnReceive scripts are executed when the response has been received from the browser.

XML

(e**X**tensible **M**arkup **L**anguage)
Defines a language for the logical structuring of documents with the aim of making these easy to exchange between various applications.

XML schema

An XML schema basically defines the permissible elements and attributes of an XML description. XML schemas can have a range of different formats, e.g. DTD (**D**ocument **T**ype **D**efinition), XML Schema (W3C standard) or XDR (**X**ML **D**ata **R**educed).

In Biz*Transactions*, an XDR schema defines the permitted elements and attributes of a catalog object.

Abbreviations

BO	**B**usiness **O**bject
CGI	**C**ommon **G**ateway **I**nterface
DN	**D**istinguished **N**ame
DNS	**D**omain **N**ame **S**ervice
EJB	**E**nterprise **J**ava**B**ean
FHS	**F**ormat **H**andling **S**ystem
HTML	**H**yper**t**ext **M**arkup **L**anguage
HTTP	**H**ypertext **T**ransfer **P**rotocol
HTTPS	**H**yper**t**ext **T**ransfer **P**rotocol **S**ecure
IFG	**I**nteractive **F**ormat **G**enerator
ISAPI	**I**nternet **S**erver **A**pplication **P**rogramming **I**nterface
LDAP	**L**ighweight **D**irectory **A**ccess **P**rotocol
LPD	**L**ine **P**rinter **D**aemon
MT tag	**M**aster **T**emplate tag
MVS	**M**ultiple **V**irtual **S**torage
OSD	**O**pen **S**ystems **D**irection
SGML	**S**tandard **G**eneralized **M**arkup **L**anguage
SOAP	**S**imple **O**bject **A**ccess **P**rotocol

SSL	**S**ecure **S**ocket **L**ayer
TCP/IP	**T**ransport **C**ontrol **P**rotocol/**I**nternet **P**rotocol
Upic	**U**niversal **P**rogramming **I**nterface for **C**ommunication
URL	**U**niform **R**esource **L**ocator
UTM	**U**niversal **T**ransaction **M**onitor
wtc	**W**eb*Transactions* **C**omponent
WTML	**W**eb**T**ransactions **M**arkup **L**anguage
XML	e**X**tensible **M**arkup **L**anguage

Related publications

Web*Transactions* manuals

You can download all the Web*Transactions* manuals from the following Web address *http://manuals.Fujitsu-Siemens.com/servers/man/man_us/appi_man/webta_hb.htm*.

[1] **Web*Transactions***
Concepts and Functions
Introduction

Target group
Users who want information on the functional scope and performance of Web*Transactions*.
Contents
The manual contains a general description of the concepts behind the product, as well as information on the object concept and the dynamic session procedure.

[2] **Web*Transactions***
Template Language
Reference Manual

Target group
Users who wish to actively create Web*Transactions* applications.
Contents
The manual contains a description of all the language resources in the template language WTML. When you integrate host applications into the Web, this language allows you to adapt the results of automatic conversion to suit your requirements.

[3] **Web*Transactions***
Client APIs for Web*Transactions*
User Guide

Target group
Users who wish to implement Clients for Web*Transactions*.
Contents
The manual describes all the interfaces WebTransactions provides developing client programs. You can develop not only your own Java clients with the suppiled classes, but also clients in any programming language which communicate with Web*Transactions* via the client protocol. Web*Transactions* itself can function as a client of a Web*Transactions* application.

[4] **Web*Transactions***
Connection to *open*UTM Applications via UPIC
User Guide

Target group
Users who wish to use Web*Transactions* to connect *open*UTM dialog applications to the Web.
Contents
The manual describes all the steps required for connecting *open*UTM dialog applications to the Web. It supplements the introductory manual “Concepts and Functions“ and the Reference Manual “Template Language“ by providing all the information relating to *open*UTM.

[5] **Web*Transactions***
Connection to MVS Applications
User Guide

Target group
Users who wish to use Web*Transactions* to connect MVS dialog applications to the Web.
Contents
The manual describes all the steps required for connecting MVS dialog applications to the Web. It supplements the introductory manual “Concepts and Functions“ and the Reference Manual “Template Language“ by providing all the information relating to MVS.

[6] **Web*Transactions***
Connection to AS400 applications.
User Guide

Target group
Users who wish to use Web*Transactions* to connect AS400 dialog applications to the Web.
Contents
The manual describes all the steps required for connecting AS400 dialog applications to the Web via the 5250 protocol. This manual supplements the introductory manual “Concepts and Functions” and the reference manual “Template Language” and provides all the information relating to AS400.

[7] **Web*Transactions***
Connection to UNIX applications
User manual

Target group
Users who wish to use Web*Transactions* to connect UNIX dialog applications to the Web.
Contents
The manual describes all the steps required for connecting UNIX-dialog applications to the Web via Telnet or the rlogin protocol. This manual supplements the introductory manual “Concepts and Functions” and the reference manual “Template Language” and provides all the information relating to UNIX.

[8] **Web*Transactions***
Access to Dynamic Web Contents
User Guide

Target group
Users who wish to use Web*Transactions* to access dynamic Web contents.
Contents
The manual describes all the steps required for accessing dynamic web contents via the HTTP protocol. It supplements the introductory manual “Concepts and Functions“ and the Reference Manual “Template Language“ by providing all the information relating to HTTP.

[9] **Web*Transactions***
Web Frontend for Web Services and Business Objects
User Guide

Target group
Users who wish to use Web*Transactions* in conjunction with Web services and business objects.
Contents
This manual describes
– the concept of Web frontends for object-oriented backend systems.
– the generation of templates for connecting business objects and general Web services to Web*Transactions*.
– the testing and further development of the Web frontend for business objects and general Web services.

[10] **Biz*Transactions***
Application Integration with Business Objects

Target group
This manual addresses users wishing to create business objects for accessing host applications in order to
– develop graphical interfaces for host applications (e.g. via GUIs, created using Web*Transactions*, Visual Basic, Visual C++, Microfocus NetExpress or Java).
– make the host application available as a Web service, for example, on the Internet.
– integrate interactions with host applications into Microsoft Office products (e.g. current data of an *open*UTM mainframe application to Excel tables).
Contents
This manual describes the concept, functions and components of Biz*Transactions*. It explains all steps required to create business objects and Web services.

Other publications

The manuals are available as online manuals, see *http://manuals.fujitsu-siemens.com*, or in printed form which must be paid and ordered separately at *http://FSC-manualshop.com*.

[11] ***open*UTM** (BS2000/OSD, UNIX, Windows)
Programming Applications with KDCS for COBOL, C and C++
Core Manual

Target group
This manual is intended for programmers who wish to use the KDCS program interface for programming UTM applications.
Contents
The manual describes the KDCS interface in the form valid for COBOL, C and C++. This interface incorporates both the basic functions of the Universal Transaction Monitor and the calls for distributed processing. It also contains a description of working together with databases.

Index

$FIRST (host control object) 134
$MESSAGE (host control object)
  PRINTING 135
  WAITING 135
$NEXT (host control object) 135
$SCREEN (host control object) 135

7-bit ASCII character set 73
9750 screen
  dynamic conversion 77
9750 terminal 154
  P keys 155
9750 terminal emulation 73

A
active dialog 203, 208
application
  frame 172
  starting 76
APPLICATION_PREFIX (system object attribute) 114, 128
architecture
  Web*Transactions* 9
array 203
asynchronous message 176, 203
asynchronous support
  concept 177
attribute 203
Automask 10
AUTOMASK (system object attribute) 80, 114
automask template 204
  generating (example) 42
automask variants 80
AutomaskOSD.htm 80
  variants 80
AUTOTAB (system object attribute) 115

B
base data type 203
base directory 204
  converting to a new version 70
  creating 69
  example 38
BCAM application name 204
BCAMAPPL 204
Biz*Transactions* application 204
Biz*Transactions* catalog 204
BLINKING (host data object attribute) 132
BO see business object
browser 204
  terminal functions 138
browser display print 189, 204
browser platform 204
browser print 190
  conversion file 193
  start template 190, 195
buffer 205
business object 205
business object class 205
BYPASS (system object attribute) 115

C
capture database 205
  path name 115
capture function 94
CAPTURE_FILE (system object attribute) 115
CAPTURED_FLD (system object attribute) 115
capturing 205

catalog element 205
catalog object 205
CGI (Common Gateway Interface) 206
character set 73
class 206
  business object 205
  directory 206
  templates 206
ClearScreen 142
client 206
close 128
cluster 206
COLOR (host data object attribute) 133
COM 206
communication object 207
  connection parameters 169
  creating 169
COMMUNICATION_ INTERFACE_VERSION (system object attribute) 115
configuration
  character set 73
  character sets for emulations 74
  coupling 73
CONNECTION_MESSAGE (system object attribute) 116
control frame 172
controls 141
conversion tools 207
country-specific characters 74
create
  base directory 69
  project 37
cursor position (field information) 134
custom editing of formats 93
Cyrillic character set 74

D

daemon 207
data
  dynamic 209
  entry to host 142
  type of input 132
data access control 207
data type 207
DCOM 207
define
  epilog 117
  form field 119
  prolog 123
dialog 208
  active 208
  non-synchronized 208, 213
  passive 208, 215
  synchronized 208, 218
  types 208
dialog cycle 208
dialog step 208
Disconnect 142
DISCONNECT (system object attribute) 116, 142
DISPLAY_EURO (system object attribute) 116
distinguished name 208
document directory 209
Domain Name Service (DNS) 209
DÜ 142
DÜ2 142
DUE 142

E

EHLLAPI 209
EJB 209
element name attributes 134
end of screen recognition 117
END_MARK (system object attribute) 116
END_WAIT_CONDITION (system object attribute) 121
END_WAIT_CONDITION. CURSOR_IN_COLUMN (system object attribute) 117
END_WAIT_CONDITION. CURSOR_IN_LINE (system object attribute) 117
END_WAIT_CONDITION. CURSOR_NOT_IN_COLUMN (system object attribute) 117
END_WAIT_CONDITION. CURSOR_NOT_IN_LINE (system object attribute) 117

END_WAIT_CONDITION. FLD_DIFFERENT_FROM (system object attribute) 117
END_WAIT_CONDITION. FLD_EXPECTED (system object attribute) 117
END_WAIT_CONDITION. MATCH_OPERATION (system object attribute) 117
END_WAIT_CONDITION. MATCH_STARTCOLUMN (system object attribute) 117
END_WAIT_CONDITION. MATCH_STARTLINE (system object attribute) 117
END_WAIT_CONDITION. MATCH_VALUE (system object attribute) 117
END_WAIT_CONDITION.EXPECTED_BLOCKS (system object attribute) 117
ENTER key 134
enter licenses (example) 30
entry page 209
EPILOG (system object attribute) 117
evaluation operator 209
expression 209

F

F1 ... F24 142
FHS 209
field 210
field file 210
field sequence 134
field type 132
FIELD_NAMES (system object attribute) 118
filter 210
first template, see start template
FIRST_IO _TIMEOUT (system object attribute) 118
FLD (system object attribute) 119
FLD file 96
fld file 210
font size 152
format 210
  #format 210
  *format 210
  +format 210
  -format 210
format description source 94, 210
format type 210
FORMTPL (system object attribute) 119
function 210
  doBackTab() 151
  doCursorDown() 151
  doCursorHome() 151
  doCursorLeft() 151
  doCursorRight() 151
  doCursorUp() 151
  doTab() 151
  doToggleInsert() 151
  doToggleMark() 151
  wtCreateKeyMap() 149
  wtCreateKeySelectList() 149
  wtHandleKeyboard (modifier, keyCode) 149

G

generate
  start template 167
getFileName (WT_PKEYS) 159
getKeyValue (WT_PKEYS) 160
Greek character set 74

H

HARDCOPY (system object attribute) 119
holder task 210
host 210
host adapter 211
host application 211
host control object 134, 211
  WT_KEY 141
host data object 130, 211
  name 130
  short name 131
host data print 184, 211
host object 130
host platform 211
HOST_CHARSET (system object attribute) 119
HOST_NAME (system object attribute) 119, 128
HTML 212
HTMLVALUE (host data object attribute) 122, 132
HTTP 211

HTTPS 211
hypertext 211
Hypertext Markup Language (HTML) 212

I
IFG names 131
IFG2FLD
  application 110
IGNORE_ASYNC (system object attribute) 120
individual template
  pop-up support 105
initClusterParameter (WT_PKEYS class) 160
inline WTBean 222
  inserting 169
INPUT (host data object attribute) 132
insert
  inline WTBean 169
  standalone WTBean 167
installation
  BS2000/OSD 23
  host adapter 17
  Linux 22
  silent 19
  Solaris 21
  Web*Lab* 23
  Web*Transactions* 17
  Windows 18
integrated terminal emulation 10
INTENSITY (host data object attribute) 133
INVERS (host data object attribute) 133
ISO Latin-1 74
ISO-8859-1 74
ISO-8859-2 74
ISO-8859-3 74
ISO-8859-4 74
ISO-8859-5 74
ISO-8859-x 73, 74

J
Java Bean 212

K
K1 ... K14 142
KDCDEF 212
key mapping
  defining 143
  wtKeysOSD.js 143
key support 140

L
Latin-1 74
Latin-2 74
LDAP 212
LENGTH (host data object attribute) 132
licensing 24
literals 212
loadFromEmu 159
LOCAL_PORT (system object attribute) 120, 128
LZE_CHAR (system object attribute) 120

M
MARKABLE (host data object attribute) 132
master template 212, 220
  OSD.wmt 78
  OSD_Pocket.wmt 78
  tag 213
message
  receiving 129
  sending 129
message queuing 212
message segment sequence 121
method 212
MIME type 196
MODIFIED (host data object attribute) 132
module template 213
MT tag 213
MULTIPLE_IO_TIMEOUT (system object attribute) 121
multitier architecture 213

N
NAME (host data object attribute) 132
name/value pair 213
NATIONAL_VARIANT (system object attribute) 73, 122
NIL_MODE (system object attribute) 122
non-synchronized dialog 208, 213

O
object 214
OFFLINE_COMMUNICATION (system object attribute) 122, 128
OFFLINE_LOGFILE (system object attribute) 122, 128
OFFLINE_TRACEFILE (system object attribute) 123, 128
open 128
*open*UTM 214
application 214
Client 214
program unit 214
service 217
operations 207
OSD.wmt 78
OSD_Pocket.wmt 78

P
P keys 154
assignment 155
P1 ... P20 142
PADDING _CHARACTER (system object attribute) 123
parameter 214
passive dialog 208, 215
password 215
PKEY1 ... PKEY20 142
polling 215
pool 215
pop-up box 103, 105
pop-up recognition 108
POPUP.COLUMN (system object attribute) 123
POPUP.HEIGHT (system object attribute) 123
POPUP.HEND (system object attribute) 123
POPUP.HMIDDLE (system object attribute) 123
POPUP.HSTART (system object attribute) 123
POPUP.LINE (system object attribute) 124
POPUP.VEND (system object attribute) 124
POPUP.VMIDDLE (system object attribute) 124
POPUP.VSTART (system object attribute) 124
POPUP.WIDTH (system object attribute) 124
PORT_NUMBER (system object attribute) 124, 128
posted object 215
posting 215
Print (wtKeysOSD.htm) 142
print server 186, 201
print support 180
browser display print 189
host data printing 184
terminal hardcopy printing 181
web browser configuration 196
print/asynchronous support 171
enabling 171
functionality 172
printing host data 184
process 215
project 215
creating 37
example 37, 43
saving 43
PROLOG (system object attribute) 123
property 215
protocol 216
protocol file 216

R
RangeLength (host data object attribute) 133
RangeName (host data object attribute) 133
RangeStartColumn (host data object attribute) 133
RAWVALUE (host data object attribute) 122, 132
readFromFile (WT_PKEYS class) 159
receive 129
RECEIVED_ BLOCKS (system object attribute) 124
recognition criteria 216
recording individually 94
record 216
individual recognition criterium 94
record structure 210
RECORD_HOST_COMMUNICATION (system object attribute) 124, 128
Refresh 142
REFRESH_BY_ ASYNC (system object attribute) 125
RSO utility 202

S
save
project 43
saveToFile (WT_PKEYS class) 159
scalar 216
screen field contents 132
send 129
service 217
service (*open*UTM) 217
service data 217
service node 217
session 218
start templates 162
starting 45
Web*Transactions* 218
setClusterParameter (WT_PKEYS class) 160
setDirectory (WT_PKEYS class) 159
setFileName (WT_PKEYS class) 159
setKeyValue (WT_PKEYS class) 160
setPassword (WT_PKEYS class) 159
setToEmu (WT_PKEYS class) 160
SOAP 218
special characters 74, 132
special keys 137, 141
mapping 90
SPSERVE 202
standalone WTBean 222
inserting 167
start
session 45
session (Web*Lab*) 66
start template 162
start template 162, 220
generation 167
setting system object attributes 164
wtstartOSD.htm 163
start template set 162
STARTCOLUMN (host data object attribute) 132
STARTLINE (host data object attribute) 132
station name 184
STATION_NAME (system object attribute) 125, 128
status request 74
style 218
subdirectory
tmp 71
SYM_DEST (system object attribute) 125, 128
synchronized dialog 208, 218
system access control 219
system object 219
interaction between attributes and calls 128
OSD-specific attributes 113
set attributes in the start template 164

T
TAC 221
tag 219
TCP/IP 219
TCP/IP print server 186
template 220
class 206
customized generation 93
for pop-up box 103
master 220
object 220
start 220
terminal application 220
terminal connection
opening 128
terminal functions 138
terminal hardcopy printing 181, 220
TERMINAL_TYPE (system object attribute) 125, 128
Thread 210
tmp subdirectory 71
TRACE_LEVEL (system object attribute) 126
transaction 220
transaction code/TAC 221
Turkish character set 74
TYPE (host data object attribute) 132

U
UDDI 221
UNDERLINE (host data object attribute) 132
update
base directory 70
UPIC 221
URI 221

URL 221
USE_POPUP_ RECOGNITION (system object attribute) 126
user exits 221
user ID 221
UTM see *open*UTM

V
VALUE (host data object attribute) 122, 132
value range of a data type 207
variable 221
visibility 221
VISIBLE (host data object attribute) 132

W
web browser
  configuration for print support 196
web server 222
web service 222
Web*Lab* 10
  installing 23
Web*Transactions*
  architecture 9
  session 218
  starting applications 76
Web*Transactions* application 222
Web*Transactions* platform 222
Web*Transactions* server 222
WSDL 222
WT_ASYNC (system object attribute) 126
WT_Browser 152
  font size 152
WT_BROWSER_PRINT (system object attribute) 126
WT_BROWSER_PRINT_ OPTIONS.BOTTOM (system object attribute) 127
WT_BROWSER_PRINT_ OPTIONS.FOOTER (system object attribute) 126
WT_BROWSER_PRINT_ OPTIONS.HEADER (system object attribute) 126
WT_BROWSER_PRINT_ OPTIONS.LEFT (system object attribute) 127
WT_BROWSER_PRINT_ OPTIONS.MODE (system object attribute) 126
WT_BROWSER_PRINT_ OPTIONS.ORIENTATION (system object attribute) 126
WT_BROWSER_PRINT_ OPTIONS.RIGHT (system object attribute) 127
WT_BROWSER_PRINT_ OPTIONS.TOP (system object attribute) 127
WT_COLOR (host control object) 136
WT_FOCUS (host control object) 131, 136
WT_FOCUS_SHORT (host control object) 136
WT_KEY (host control object) 90, 129, 137
WT_KEY.KEY 142
WT_KEY.Key 90, 129
WT_KEY.PKEY 154
WT_PKEYS 159
WT_SYSTEM_LINE (host control object) 137
WTAPrint 190
wtasync.htm 173
  handling of asynchronous messages 178
  print support 182, 185
WTBean 222
  wtcOSD 169
wtBrowserFunctions.htm 91, 138
  print/asynchronous support 174
wtc_bp_print.cnv 193
wtc_bp_Print.htm 193
wtCommonBrowserFunctions.js 148
wtcOSD 169
wtcStartOSD 167
wtcUTM 169
wtframes.htm 172
wtKeyMappingTableInput 143
wtKeysOSD.htm 90, 138
  controls 141
wtKeysOSD.js 90, 141, 143, 146
WTML 223
WTML tag 223
wtPkeyFunctions.htm 159
wtPKEYS.htm 91, 155
wtPkeyValues.htm 156
WTScript 223
wtstartOSD.htm 162
WWW browser 204
WWW server 222

X

XML 223
XML schema 223

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Comments
Suggestions
Corrections

Submitted by

Comments on Web*Transactions* V7.0
Connection to OSD Applications

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